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TRANSFORMERS

It's Optimus Prime time on PS2! First ever review!

HAMMERED!

BURNOUT 3

EXCLUSIVE! Crashed, smashed and burnt out inside!

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RESI EVIL 4

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TRANSFORMERS

Here's an exclusive review so big it could beat Megatron in a back-to-back measure-off. Only GM has the final verdict on the monster-mech-morphing action that is *Transformers*!

FOR ALL THE HI-TECH ROBOT-FOLDING, SHAKE YOUR BOT IN THIS DIRECTION!
GO TO P68

Games Master NOW LOADING...

EXCITING GAMES MAG BEGINS... THE WORLD'S MOST EXCITING GAMES MAG BEGINS... THE WORLD'S MOST EXCITING GAMES MAG BEGINS... TH

Clank... clank... KA-BOOM! There's no disguising it – we've got the first review of the 'bot-battling blaster. Autobots transform and roll out!

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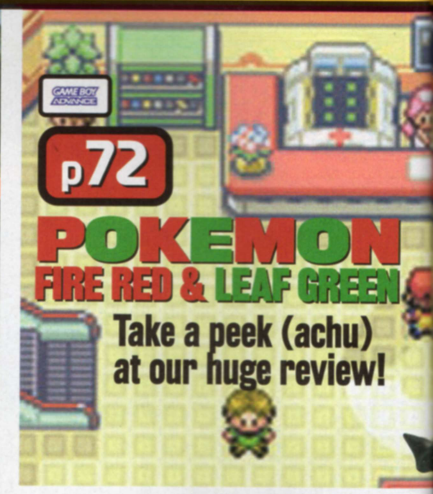
TRANSFORMERS



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POKEMON FIRE RED & LEAF GREEN

Take a peek (achu) at our huge review!

BURNOUT 3

All pile on for a first look at the fastest, most accident-packed racer ever!

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ONIMUS

GM puts speculation to the blade and gives the hands-on verdict on *Onimusha*'s blood-splattering finale.

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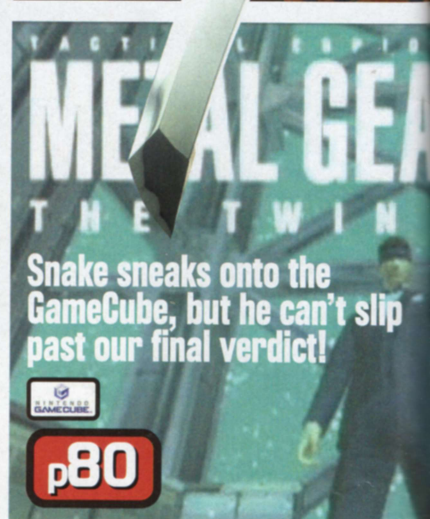

METAL GEAR THE TWIN

Snake sneaks onto the GameCube, but he can't slip past our final verdict!

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SPLINTER CELL PANDORA TOMORROW

Ol' green eyes is back! Don't get left in the dark – see if this out-sneaks the original right now!

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THE GUIDE: SOCOM II

U.S. NAVY SEALS

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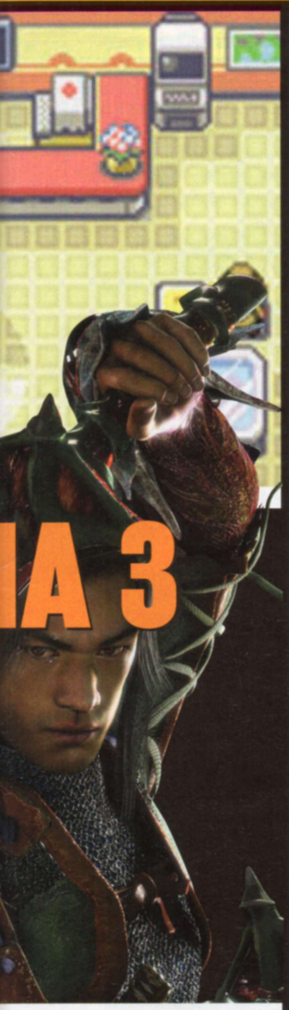

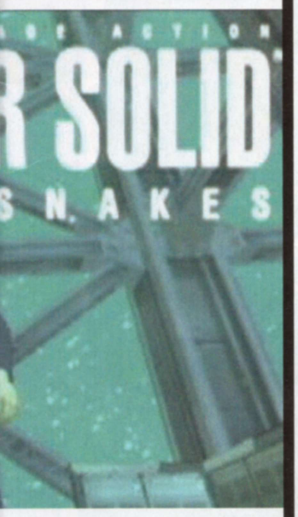

Breach and clear the whole game with *GM*'s complete guide!

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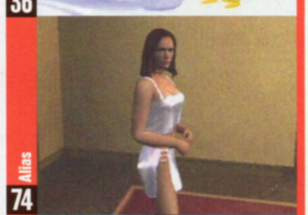

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START READING... NOW!
You're only a *Team GM* away from the hottest gaming goss in the business...

Games Master

TEAM GM

Who's *Transforming* in GM #145?

ROBIN ALWAY
EDITOR

FAVE GAME: *Transformers*
WORST GAME: *Dancing Stage*
FAVE ROBOT: Gort, from sci-fi classic *The Day the Earth Stood Still*
WHAT WOULD YOU LIKE TO TRANSFORM INTO? Clifton Suspension Bridge

Please help us Mr. Autobot, the earth is under attack from Decepticons that are trying to destroy the whole planet!
"Oh don't worry, worse things happen at sea. I'm sure it'll be fine in the end."
How come you're so chipper?
"Well, they don't call me Optimist Prime for nothing!"

IAN LLOYD-EDWARDS
ART EDITOR

FAVE GAME: *Splinter Cell: PT*
WORST GAME: *LMA Manager*
FAVE ROBOT: Twiki
WHAT WOULD YOU LIKE TO TRANSFORM INTO? A Cobra (type of car)

Kath: "Did you know that the word 'robot' comes from an Eastern European language's word for 'forced labour'?!"
Beth: "Czech?"
Kath: "No need, I'm absolutely certain."

"I love Transformers! I used to collect them when I was a child."
Oh yeah?! Who did you have – Optimus Prime? Jazz? Sideswipe? Swoop?
"No, but I did have a Single Phase Transformer, a Three Phase, some Buck Boost Models and a DC to AC Inverter."

"What a great theme for Team GM! Finally I feel free, liberated and comfortable with myself!"
Ian, it's a Transformers theme, so why are you dressed as a woman?
"Transformers! Oh right... Please excuse me..."

KATH BRICE
STAFF WRITER

FAVE GAME: *Splinter Cell: PT*
WORST GAME: *This Is Football*
FAVE ROBOT: Johnny Five
WHAT WOULD YOU LIKE TO TRANSFORM INTO? A cute monkey

Beth: "All this talk about Transformers has reminded me how much I love robots. I'm a massive fan, especially that one from Futurama.*"*
Ian: "Bender."
Beth: "Jees Ian! I'm just trying to tell you something and you're always having a go!"

ALI TURNER
DEP ART EDITOR

FAVE GAME: *Harvest Moon*
WORST GAME: *This Is Football*
FAVE ROBOT: The Terminator
WHAT WOULD YOU LIKE TO TRANSFORM INTO? A waffle-maker

BETH INGRAM
PRODUCTION ED

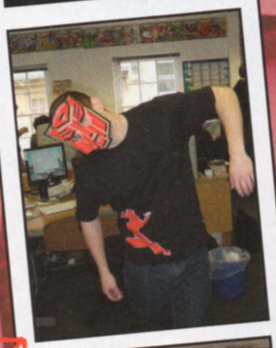
FAVE GAME: *Splinter Cell: PT*
WORST GAME: *Pokémon*
FAVE ROBOT: Marvin the Paranoid Android
WHAT WOULD YOU LIKE TO TRANSFORM INTO? A giant eagle

Jes: "What's that you're playing, Dan?"
Dan: "It's *Transformers*, this bit is set in the American jungle."
Jes: "That's Amazon, Dan."
Dan: "Thanks Jes, but I'm only on the first level."

Dan: "Hey Mr. Hot Shot! I'd love to be able to transform into a car just like you do."
Hot Shot: 'It's tough but are you flexible?"
Dan: "Well, I can do any day apart from Tuesday."

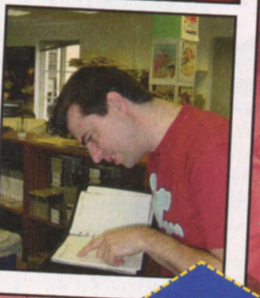
DANIEL DAWKINS
REVIEWS

FAVE GAME: *Onimusha 3*
WORST GAME: *Hide & Sneak*
FAVE ROBOT: Sideswipe
WHAT WOULD YOU LIKE TO TRANSFORM INTO? Angelina Jolie's toilet seat



ALEX COOKE
REVIEWS

FAVE GAME: *Splinter Cell: PT*
WORST GAME: *Pitfall Harry*
FAVE ROBOT: Bishop from *Aliens*
WHAT WOULD YOU LIKE TO TRANSFORM INTO? A Transformer



JOELERINE COOKSON
REVIEWS

FAVE GAME: *Burnout 3*
WORST GAME: *Curse of Isis*
FAVE ROBOT: Mecha-Godzilla
WHAT WOULD YOU LIKE TO TRANSFORM INTO? A shower curtain.

Ladies and gentlemen – introducing Optimus Mime!
(You might think this is foolish, but remember, mime is money.)

THOMAS B EAST
ABSENT

FAVE GAME: *Transformers*
WORST GAME: *Sing Star*
FAVE ROBOT: K-9
WHAT WOULD YOU LIKE TO TRANSFORM INTO? Ewan Roberts

Just to let you know, Tom will be away for a short while as a tall bearded man asked him to destroy some jewellery in a large volcano. We wish him all the best and hope to see him in a couple of months...

"I am an almighty Autobot! With the power and weapons of a military mech and the speed of a high-performance sports car, I fear nothing... Well, apart from going to the toilet.'
Why's that then?
"Haemadroids."

DAN GRIFFITHS
REVIEWS

FAVE GAME: *Twin Snakes*
WORST GAME: *Marcel Desailly's*
FAVE ROBOT: Robot the Bruce
WHAT WOULD YOU LIKE TO TRANSFORM INTO? A delicious pint of lager

You all right Jes?
"No, not at all! I've just bought this Transformer and its leg is missing! So I'm going to sue the manufacturers."
Don't do it Jes! Your evidence will never stand up in court!

JES BICKHAM
REVIEWS

FAVE GAME: *Twin Snakes*
WORST GAME: *Tak and the Power of JuJu*
FAVE ROBOT: Yul Brynner in *Westworld*
WHAT WOULD YOU LIKE TO TRANSFORM INTO? Patrick Stewart

"I've created my own Transformer! Look, at first it's a metallic Findus savoury pancake, but then I hit this switch and it transforms into a handy paperweight! I've decided to call it the N-Gage..."

DAVE HARRISON
REVIEWS EDITOR

FAVE GAME: *Transformers*
WORST GAME: *MX Unleashed*
FAVE ROBOT: V.I.N.CENT from *The Black Hole*
WHAT WOULD YOU LIKE TO TRANSFORM INTO? A George Foreman grill

HOT NEWS

UNSPEAKABLE EVIL!

» Capcom reveal the amazing zombie-free *Resident Evil 4*!

FASHION FIRST

Here are some shots of Leon from the images previously released of *Resident Evil 4*. We can confirm that Leon's appearance has indeed remained the same (though who thought a waist-length fur-lined jacket was cool look, we do not know), but the game around him has changed.

We have played *Resident Evil 4*. That is God's honest truth. We have controlled Leon, shot stuff, walked around, picked up herbs and everything. We even went to Las Vegas and spoke to Producer Hiroyuki Kobayashi about the game, but in order to get this incredible access we had to agree not to reveal what we saw in this issue of *GamesMaster*. Next month we'll have first impressions, screens and quotes – it'll be great. Until then, though, this is what we can reveal...

The really big news is that from what we're allowed to reveal, Resi 4 is a zombie free zone! Yes, those shuffling, rotting dudes with the permanent munchies are not there. Whether they eventually make an appearance in the game we'll have to wait to find out, but until we do, take care guys and don't be strangers.

SPEAKABLE EVIL! RESI 4 FACTS

- The game has only been confirmed as a GameCube title.
- The events of *Resident Evil 4* take place in 2004 (funnily enough), six years after Leon fought his way out of Racoon City in *Resident Evil 2*.
- Since 1998 the Umbrella Corporation has disappeared, seemingly taking all the zombies with them, and Leon has joined the US Secret Service.
- The US President's daughter has been kidnapped and Leon is sent to investigate, tracking her down to a spooky European village where the inhabitants are in an eerie trance. So eerie, in fact, that they start attacking Leon.
- The villagers are armed with sticks, axes, pitchforks and other farmyard tools.
- The villagers may be weird but they're not dumb, so they'll dodge Leon's fire and even attempt to lure him into traps.
- Objects hurled at Leon can be shot out of the air.
- The enemy's reaction to being shot is limb-specific – so shoot them in the leg and they'll walk with a limp. Like 50 Cent.
- There is a single action button that serves multiple purposes, such as climbing, jumping, moving objects and kicking enemies.
- There are huge bosses that can pick up Leon and chuck him around the place.
- Some levels are set in darkness with Leon relying on the moonlight to illuminate bad guys.
- Leon's weapons include a handgun, shotgun and sniper rifle.
- The environments are fully 3D.
- The game is played from a third-person point of view.
- The controls are the same, so you have to hit a shoulder button to raise a weapon and you can't move while shooting. The camera flips to over-shoulder view (like *Splinter Cell*) when shooting.
- There are no door-opening loading screens.
- All cutscenes use the in-game engine.
- There will be on-screen health and ammo indicators.
- The game is played in a 16:9 widescreen ratio or, in other words, the image is sandwiched between fat black borders.
- So there you go. Hope that keeps you happy until next month when we'll have loads more on the GameCube title. Oh, just one more thing – it looks AMAZING!

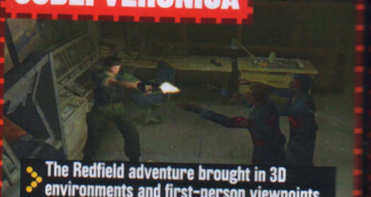
RESIDENTIAL CARE

This is first time Capcom have completely revamped their classic survival horror game. Before now the *Resident Evil* series has only had tweaks and improvements, which have then mysteriously disappeared by the time of the next sequel. Here are some of those new additions that lost their way.

RESI 3

Jill Valentine had an extremely useful dodge capability.

CODE: VERONICA



The Redfield adventure brought in 3D environments and first-person viewpoints.

RESI GAMECUBE

The GameCube remake had the superb sprinting zombies and explosive weapons.

RESI ZERO

The second GC *Resi* had the dual character control.

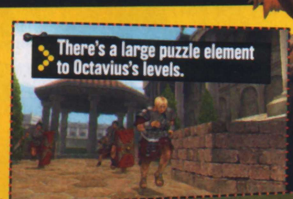
STOP PRESS! NAMCO ARE WORKING ON A TEKKEN 5 THAT WILL BE RELEASED WITHIN THE NEXT 12 MONTHS!

NO PLACE LIKE ROME

» Capcom are feeling Glad all over...

It's backs-against-the-wall time when Octavius is about.

Agrippa can slice opponents in two with one almighty swing.



There's a large puzzle element to Octavius's levels.

There's even a chariot race/battle. Very *Ben Hur*.

Capcom also revealed a completely new action game in Las Vegas – *Shadow of Rome*, which is said to reflect a more 'Western-friendly' approach. The game is set in Ancient Rome with the action split between a Russell Crowe-type gladiator character called Agrippa and the Midwich Cuckoo-looking Octavius. Agrippa is the brawn so gets to slice centurions, while the fey Octavius has his own separate stealth missions. The game is in development for the PS2 and we expect it late 2004/early 2005.

p.10 **BICKEDY-NAM!** They haven't even released *Killzone* but Guerilla Games are already hyping up their next shooter, which makes *Rising Sun* look like a trip to the garden centre.

p.11 **LIFE UP!** There's life in the arcade cabinet yet as we take a look at the coolest machines coming soon to a bowling alley/ mulitplex near you!

p.14 **READER AWARDS** What was the best game of 2003? And what sucked worse than a Michael Owen penalty? Find out your verdict on the highlights and lowlights of the last gaming year.

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N5 IS ALIVE!

N5 on the way, but the DS looks risky

It's been a topsy-turvy month for poor Nintendo, concerning both the successor to GameCube and the fancy two-screened portable DS.

On 9th February a Japanese business magazine, the *Nihon Keizai*, reported that Nintendo had stopped work on creating a successor to GameCube. Fortunately, this turned out to be untrue, and Ninty announced that the N5 (as it's currently called) will be shown at E3 2005! Brilliant.

Elsewhere, there's been much discussion about the DS. Development kits are in the hands of developers the world over, including Konami and Sega, and games are well into development. A host of Japanese developers have also been quoted as praising the DS, including such luminaries as Sega's Yuji Naka, the man behind Sonic, who said, "We've been waiting for this! We'll be sure to try out something new." Also from Sega, Toshiro Nagoshi (who oversaw the fantastic *F-Zero GX*) had this to say: "The first time I saw this, I thought '?', then when reading the specs, that turned into '!'." Promising stuff.

It ain't all good though. Hiroshi Yamauchi, Nintendo's ex-president, made several comments over Nintendo's mystery machine. Apparently he thought up the idea behind the handheld, and said "Nintendo will give its all to promote the machine." However, despite the DS being an exciting new development, "if we are unsuccessful with the DS, we may not go bankrupt, but we will be crushed. The next two years will be a really crucial time." We'd better hope it's a success, then. But one thing's for sure: Nintendo make brilliant games. And surely that's all that matters.

▲ Here are a few mockups from lik-sang.com

▲ Two screens means it has to be chubby.

▲ Nice design, perhaps too many buttons.

▲ Now this is what the future of gaming is all about!

PSP UPDATE!

More details have been revealed concerning Sony's Game Boy-challenging PSP. Prototype machines are in the hands of developers, and apparently the handheld shares connectivity with PS2, in a similar manner to Gamecube/GBA connectivity. It's rumoured that you can save a PSP game on your PS2 and continue playing it there, so versions of upcoming games will be produced for both machines. Crazy! But good. Also, the machine has an alleged 10-hour battery life. Looks like the GBA is going to have a fight on its hands...

STOP PRESS! YUKES HAVE CONFIRMED THAT THEY ARE WORKING ON A NEW WWE SMACKDOWN FOR THE PS2!

EURO BEAUTIFUL TO ME!

EA don't miss a trick!

The UEFA European Championship is taking place in Portugal this summer – which means lots of football on telly!

To celebrate, EA are tweaking the *FIFA 2004* game to include all the Championship stadiums and all the 51 European teams involved in qualification. The game will also include a new morale system, a scouting system and revamped skill stick moves. Snappily entitled *UEFA Euro 2004*, the game will be released for the PS2, Xbox, GameCube and PC in May, just in time for the tournament. We'll hopefully have a full playtest soon.

The big question is, what will Beckham's hair look like?

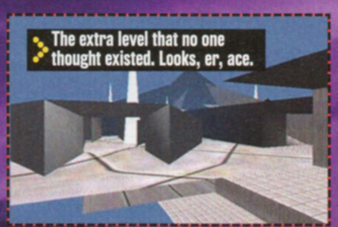
BOND BONANZA!

GoldenEye returns! New level found!

***GoldenEye* on N64 is surely one of the best games ever made, and EA must be getting sick of people mentioning it. Well, in the oddest industry rumour for quite some time, it seems that their next Bond game after *Everything or Nothing* will revisit the territory so comprehensively owned by Rare – it's going to be a *GoldenEye* game!**

It'll allegedly be an all-new game based on the 1995 movie, although rumours persist that EA have somehow snaffled the rights from Nintendo to remake their groundbreaking N64 classic. We're sure more news will be forthcoming at E3 in May...

In other news, industrious codebreakers have unearthed a brand-new level in *GoldenEye*! Called Citadel, it's a test-level that never made it into the final game proper, but if you want to root around in your *GoldenEye* cartridge then goldeneye.detstar.com will furnish you with all you need to know to unlock it. Astonishing.



The extra level that no one thought existed. Looks, er, ace.

SCANDAL MONGER

PS2 PRO TENNIS

Namco have announced they are making *Smash Court Tennis Professional Tournament 2* for the PS2. This sequel to the popular tennis game will support four players using a multi-tap and will be out in the summer.

SEGA GETS N-GAGED

The N-Gage is set to get a couple of new games this spring – *Virtua Cop* and *Alien Front*, both from Sega. *Virtua Cop* is a criminal-capping former arcade light-gun game. *Alien Front* is much the same but with aliens and vehicles. Both games will be multiplayer using Bluetooth.

VIRTUAL PETTING

Remember the phenomenon that was Tamagotchi a few years back? Well, it's all set to happen again. Bandai are releasing the Tamagotchi Plus in Japan on 20th March. This new generation digital pet sim features better animation, more activities and events and even a port for mating your pet with others.

Ahhh! Look, it's a small LCD screen and a few buttons. How cute.

BOKTAI: THE SEQUEL IS IN YOUR HANDS

Boktai still hasn't been released in the UK – you can blame the weather for that – but a sequel has already been confirmed for this summer in Japan. Django the vampire hunter is still the main character, but instead of his Solar Gun, he has a Solar Sword. The game will use the light sensor more than before too.

MANAGERIAL MERRY-GO-ROUND

It's all change in the world of football sims as Sports Interactive, the developers of *Champ Manager*, are teaming up with Sega to produce their magic under the old Spectrum licence name of *Football Manager*. Eidos will still be releasing *Champ Manager*, but it'll be made by other developers.

SHELLSHOCK: 'NAM '67

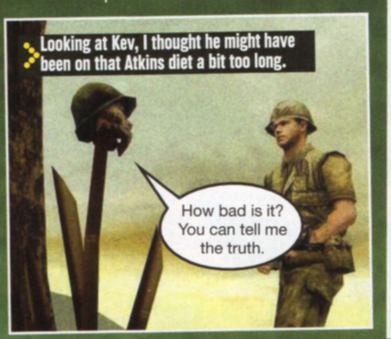
>> From the developers who haven't brought you Killzone...

War is a nasty business and soldiers don't generally spend their days popping off enemies with clean head-shots and collecting health packs. Which is something that Guerrilla Games want to convey in their forthcoming PC, PS2 and Xb game based on the Vietnam war.

They're preparing to show it all – shoot an enemy in the leg and they'll lose that limb in a shower of blood. And you come across the most horrific scenes during the game – crucified soliders, mangled corpses, maggot-ridden organs. If watching *Casualty* makes you feel a bit queasy, this isn't going to be the game for you.

You begin the game as a new recruit armed with just an assault rifle, pistol and grenades, but as you progress through, you're eventually elevated to the rank of commanding officer and get to use more than 25 weapons and call in airstrikes. The action is viewed third-person, although you have the option to bring the camera in closer for greater accuracy. You don't fight alone, but *Shellshock* isn't a squad-based game. The AI-controlled allied soldiers make their own decisions.

If you think you've heard of Guerrilla Games recently as well, that's because they're the team currently working on Killzone (see 'Hype Overdrive'). Due out in June this year, *Shellshock: Vietnam '67*'s level of realism is impressive. Let's hope the rest of the game matches up.



HYPE OVERDRIVE!

Guerrilla have another, slightly more high-profile, game in the works. *Killzone*, the PS2 game that's being touted as a match for *Halo*, has been the subject of much praise over the last few months, despite very little of it actually having been shown.

In fact, Guerrilla have never released a single game before, although they did have two abandoned projects – *Knights* and *Call of the Dragon Fly* – in their previous incarnation as Lost Boys. We'll reserve judgement till we get a closer look and the first proper go.

▲ Look! It's some men dressed in dark clothing shooting some guns. It's gonna be brilliant.

MASTER GRIEF

>> *Halo 2* slips again

Bungie have confirmed the worst – there's no chance of *Halo 2* being ready in time for an April release. Instead, it has been put back until Autumn when Bungie are confident the game will at last be ready.

We've heard very little new stuff about *Halo 2* lately, but Bungie also assure us we'll be getting more details soon – perhaps even a hands-on go at the E3 games convention in May.

In the meantime, we've managed to get hold of one lonely shot from *Halo 2*'s multiplayer mode. Which is better than a rocket up the jacksy we suppose...

SONIC HOGS THE GBA

>> *Sonic Advance 3* is ringing its way to us...

Sega have released the first screenshots of *Sonic Advance 3*, their latest hedgehog-spinning platformer for the GBA. And although little information has emerged with them, you can see it's going to be classic side-scrolling stuff featuring Tails and Knuckles as well as Sonic. It's being published by THQ and is scheduled for release in April or May.

HAWK THIS WAY!

>> You've played the game, now get the look!

Sure, you may be able to kick flip to nosegrind fakie or pull a 360° Madonna but those Farrah trousers and that jacket from Millets just aren't cutting it. If you want to skate smart, you've got to dress smart and now, thanks to the great people at Sportsvision.co.uk, you can win this incredible ensemble of official Hawk clothing. The first entry pulled out of our large cardboard box will win a jacket, a hooded top, cap, t-shirt, backpack, belt and wallet! And we've also got Hawk T-shirts for the first three runners-up.

To enter this compo simply answer this question...

Tony Hawk's wheeled board is named after which type of fish?
a) Trout
b) Skate
c) The hammerhead shark

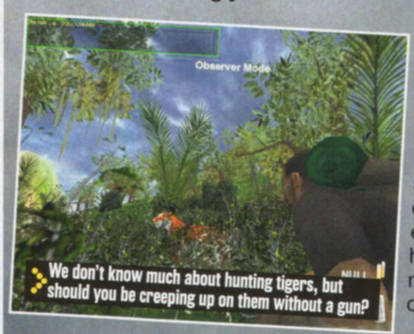
Send your entries to Hawk This Way!, GamesMaster, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PIPPED TO THE POACH

>> Wild-animal-slaying sim coming to the PC

If developers Exileworks manage to find a publisher for their game, *Poacher*, you could soon be using your PC to simulate a bit of illegal tiger poaching.

Said to include a bit of everything – money management as well as stealth and shooting – *Poacher* should fill an elephant-sized gap in the market. And anyone who's worried that hunting rhinos might not seem quite as sporting as shooting a bloke with a gun, rest assured that these are no dumb animals. Tigers will scratch your eyes out given the chance, elephants are keen to stamp on your head and the game wardens are more than happy to gun you down. It's nice to be popular.



CABINET RESHUFFLE

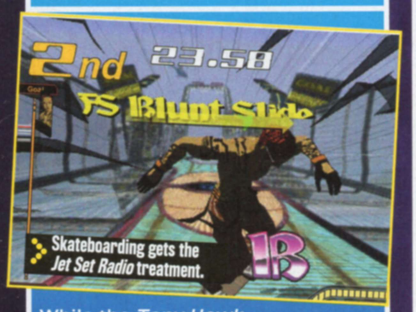
The coin-op survives another year – and a good job, too...

Coin-ops used to signify the very zenith of the videogaming experience. But with the current generation of consoles easily able to match what arcade cabinets are capable of, the humble coin-op has been forced to reinvent itself. It hasn't been an entirely successful process. Wandering around this year's ATEI, the arcade trade show that takes place annually at London's Earls Court, was initially a dispiriting experience. But among the likes of *Chase 1929* – a racing game set in... uh, you've guessed already – there were still some bona fide gaming gems...

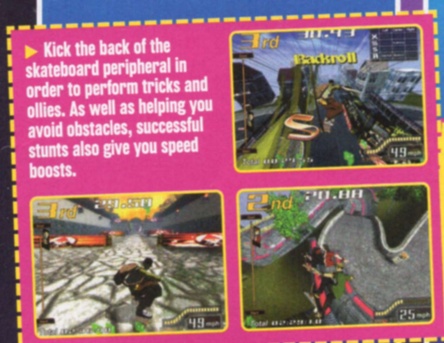
OUTRUN 2

First released in 1986, *OutRun* set the standard for arcade racers with its garish visuals, selection of routes, checkpoints and, er, a choice of music. As such, it pretty much *invented* the arcade-racer and paved the (high)way for the likes of *Burnout* and *Ridge Racer*. While it may be overstating the case to suggest that this 18-years-in-the-making sequel was worth the wait, this is easily the best coin-op racer we've seen in an age. Crucially, while *OutRun 2* boasts gorgeous 21st-century graphics, it retains the accessibility and feel of the original – and the best powerslides you'll *ever* have the pleasure of executing. Whether you have fond memories of the original or not, this is well worth tracking down. Just make sure you've got a load of change.

OLLIE KING



While the *Tony Hawk* series pretty much defined trick-based skate-'em-ups, this cel-shaded skater focuses on racing. It's hugely playable and rewarding, but the best bit is actually the machine itself, a beast of a thing that houses a replica skateboard with which you steer and perform tricks.



F-ZERO AX MONSTER RIDE

Imagine last year's classic GameCube future-racer forcibly cross-bred with a mechanical fairground ride set to 'mentalist' and you'll get the idea. The gameplay itself is identical to that of *F-Zero GX* but it's the fact that the machine chucks you around in such thrillingly violent fashion that makes it so much more of a breathtaking experience than playing it on your telly ever could be. In fact, it's almost tempting to crash intentionally just to experience the full extent of the unit's pneumatic power. It's what future-racing was invented for.

FELINE FINE!

Catwoman comes to the consoles!

EA are developing a game based on the upcoming *Catwoman* film. It'll appear on all the consoles and PC, to coincide with the film's release in July. This Catwoman isn't the one from *Batman Returns* – this one fights corporate conspiracy, and the game will feature superheroic running and jumping over seven different environments, with Catwoman able to run up walls and utilise 'cat senses'. The screenshot looks pretty enough, so let's just hope it's better than the film, which, word has it, isn't looking too hot...

BARAKA'S BACK!

Missing character back in new *Mortal Kombat*

Plenty of rumours here. Firstly, Midway have trademarked the name *Mortal Kombat: Deception*, leading many to believe that this is the name for the latest entry into the series. Secondly, a character render has been leaked, and if it is indeed from the latest *Kombat*, then it points to the return of gribbly mutant Baraka, last seen in 1993's *Mortal Kombat 2*. Looks pretty nasty, doesn't he? Excellent. We'll have more details on the game soon.

SCANDAL MONGER

HALF LIFE 2 SLIPS

It's been one delay after another with *Half Life 2* – first it was going to be out last September, then April, and now Valve's director of marketing, Doug Lambardi, is saying the game won't be complete until the summer. So PC owners are going to be waiting a while longer and we won't be surprised if the console version slips to next year.

VIN DIESEL GAME GETS GO-AHEAD

An Xbox game based on the upcoming Van Diesel film, *Chronicles of Riddick*, will be out this October. The game, which shares its name with the film, mixes first-person shooting with adventure and stealth. It's being developed by Starbreeze Studios, the developers behind *Enclave*.

SHIGSY SPEAKS OUT

Shigeru Miyamoto has spoken out this month about the sequel to *Wind Waker* and *Mario 128*, among other things. *Mario 128*, he says, will 'challenge many unprecedented things'. No news on when we can expect it, though. When quizzed about a new *Zelda* game on the GameCube, Shigsy confirmed that the development of a new *Wind Waker* is under way and that details would emerge at some point in 2004.

XBOX UPDATE

Microsoft have announced details of a new development tool for Xbox Live called 'Tsunami'. The tool will be introduced over the next 12 months and allows users to form clans and challenge other groups to games, upload game content and contact other players through MSN Messenger.

DRAMA AS SPOOKS GAME IS REVEALED

The BBC drama, *Spooks*, is to be made into a game for the Xbox, PS2 and PC. The script, written by *Spooks* script-writer Steve Bailie, should be typical gritty, twisty *Spooks* stuff and the gameplay itself is said to include surveillance and stealthily tailing suspects. Perhaps it'll even have a moment to equal the attractive young assistant being dropped into a giant deep fat frier in series one.

FANTASTIC VOYAGE

» The game genies behind *Final Fantasy X-2* gab exclusively to *GM*!

The series that never ends gets its first true sequel. Confused? We asked Square Enix to clarify their position on girls, *Blitzball* and the word 'final'. Hitoshi Isosu, General Manager, Sales and Marketing Division, had this to say:

GM: Why did you decide to make a sequel to *FF10*?
HI: Because it is the first time the fans and the team really wanted to know what would happen next in the universe. When we created Spira we created a complete world, not just in looks, but containing many characters with motivations.

NERD CORNER

An interesting *FF* fact

A bonus disk called *Another Story* (an epilogue containing hints about where the plot would go next) was only released with Japanese copies of *Final Fantasy 10*. This disk has now been remastered and can be found in limited editions of Atari's *Unlimited Saga*. One for the *Final Fantasy* obsessives.

MORE MINI-GAMES!

GM: *Blitzball* was a big part of *Final Fantasy 10*. Will it return or will anything replace it?
HI: Yes, *Blitzball* is very important and it will still be there but with a changed system. But there will also be many other mini-games for players to find.

UP TO 100 HOURS' PLAY!

GM: We've heard *X-2* will have side-quests and missions. How exactly will this work?
HI: Yes, it is like a TV set with many channels. Players can go off the main story line and complete challenges and side-quests. However, every mini story will reveal a new aspect of the main quest, though it's not forced on the player. In fact, the World Map is now accessible from the very beginning, so the game can take anywhere from 25 to 100 hours to finish.

GM: Are you making a *Final Fantasy* game for Sony's PSP?
HI: We are very interested in this machine but we have still to receive details of the specifications before we can think about developing a new game.

LOST IN TRANSLATION

Three *FF* questions you always wanted to ask

GM: Why did you decide to have so many girls as the lead characters?
HI: We won't deny the influence of *Charlie's Angels* and other Hollywood films starring girls. Having three main female characters brings something completely fresh to the game.

GM: Why does the *Final Fantasy* series have the word 'final' in the title when it never seems to end?
HI: Ha, yes! This is because every *Final Fantasy* game has a new team, there is no one guru controlling it. We call it 'final' because we like to use the best technology, the best ideas and the best people at the time. Therefore, it has to be final at the time we make it.

GM: How much did it cost to make *FFX-2*?
HI: It is a general rule not to disclose development costs.

RIVAL SCHOOLS!

GM: How many games are in development now that Squaresoft has merged with Enix?
HI: We have so many titles to develop simultaneously that it is hard to keep track. There is much competition between the different project teams and the team sizes are also getting bigger. Of course, Enix is known for its massively popular *Dragon Quest* series in Japan. We want to make sure that the *Final Fantasy* games are as good as those, if not better. We have to constantly keep raising the quality, which is good for everyone working at the company, whether they are Square or Enix people.

GM: How has *Final Fantasy X-2* been received in Japan?
HI: Very well, though many were surprised that it didn't have the same mood as the first game. At first this new game seems casual, but after a few hours it becomes more dramatic. In terms of quality I believe it mirrors the first title very well.

COLOUR CONSOLE CRAZINESS!

» Fed up of plain old black and green?

If you're rich enough to collect consoles, or are simply in the market for a PS2 or Xbox and don't like their drab looks, then you're in luck. Both Sony and Microsoft are releasing fancy new editions of their machines in nice new colours. Or no colours at all in the case of Xbox, as the Crystal Xbox is translucent, allowing you to see the nuts, bolts and elastic bands at its very heart. The console, which is limited edition and will retail for £139 in the spring, comes with two crystal controllers. Meanwhile, Sony are unleashing their aqua PS2 in March. It's, well, blue. But, y'know, a nice understated blue, designed to "complement any modern design-led living room environment". Yeeees. It will come with a controller, but aqua-themed stands and memory cards will also be available. Lovely.

FREE! ATARI T-SHIRT!

Get one of gaming's most famous logos splashed across your chest with this top *GM* offer!

CATCH 'EM ALL!

▲ Get these the hard way...

» Get the rarest Pokémon of all... cheat!

Those little monkeys at Datel have done it again. If you've got an Action Replay for Game Boy Advance, the new codes that Datel have discovered will allow you to download the rarest Pokémon of all, Latias and Latios, from *Pokémon Ruby* and *Sapphire*, without having to lift a finger. Blimey! The only 'official' way to get these two beasties is to get a special Eon ticket from dedicated Pokémon events, but Datel have found a way around this. Of course, whether you want to cheat and spoil your game is another thing altogether, but you've got to admit that Datel are clever people indeed. Simply enter the following codes into your Action Replay and hey presto, Latias and Latios will be yours...

▲ ...or the easy way!

Pokémon Ruby			Pokémon Sapphire		
de00aafd	f83b3a42	222d8f4d	de00aafd	f83b3a42	222d8f4d
2ebd05d0	b65126e5	1f7916d9	2ebd05d0	b65126e5	1f7916d9
530823d9	b2eb7340	eb246d20	b4564efe	b2eb7340	eb246d20
16558191	2f66c930	5dbe6174	23f44bf2	2f66c930	5dbe6174
	3d855023	9f02f00f		3d855023	9f02f00f
	2a4fa23a	bf51bff5		2a4fa23a	bf51bff5
	dd9dd9f0	4b58ed58		dd9dd9f0	4b58ed58
Latias	f7f5bfed	d929ae61	Latias	f7f5bfed	d929ae61
d09bf430	642e2068	0523eccd	d09bf430	642e2068	0523eccd
4e8fe28b	7e2c3969	ecf09e8e	4e8fe28b	7e2c3969	ecf09e8e
8334c989	54844cd3	c6b84825	8334c989	54844cd3	c6b84825
9969f66a	9833a683	f298af1d	9969f66a	9833a683	f298af1d
a614b0ab	aae5f129	89741789	a614b0ab	aae5f129	89741789
8c13ab80	bbeaf000	6c4de0e3	8c13ab80	bbeaf000	6c4de0e3
1fdcf846	3dc8ab6f	33073540	1fdcf846	3dc8ab6f	33073540
648fb685	c4536ba8	fe5983ee	648fb685	c4536ba8	fe5983ee
c7d5f850	08947df8	2834221d	c7d5f850	08947df8	2834221d
30f72236	cca247f9	d33c9d72	30f72236	cca247f9	d33c9d72
222d8f4d		d919d0ad	222d8f4d		d919d0ad
1f7916d9	Latios	8deae234	1f7916d9	Latios	8deae234
eb246d20	48fa9bd8	cbeea790	eb246d20	48fa9bd8	cbeea790
5dbe6174	78601a5b	3bf7fe0f	5dbe6174	78601a5b	3bf7fe0f
c1cb57b0	8334c989	87df981b	c1cb57b0	8334c989	87df981b
ec439399	9969f66a	4420ef96	ec439399	9969f66a	4420ef96
9290bcaf	a614b0ab	831ae24a	9290bcaf	a614b0ab	831ae24a
a98e1c14	8c13ab80	cc49d110	a98e1c14	8c13ab80	cc49d110
767eb39f	f40ba490	132f9eb7	767eb39f	f40ba490	132f9eb7
cf2fddab	9484d2e5	9a25f5b8	cf2fddab	9484d2e5	9a25f5b8
3b3f2ff3	c7d5f850	dedf641e	3b3f2ff3	c7d5f850	dedf641e
88ff9b6a	30f72236	640be3dd	88ff9b6a	30f72236	640be3dd

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fun,
anyone?
PlayStation 2

NM AWARDS 2004

>> Reader Awards Results!

They're in! We asked you to vote in all sorts of weird and wonderful categories for our 2004 awards. What was the best game of last year? Which game character had the worst haircut? And will Jack Bauer ever tire of having another 'one of those days'? Finally the truth can be told, as we've spent many a day and night counting the votes – we've got the answers right here. So read on and discover what you, the readers, thought of last year...

And so the top slot of the most prestigious category goes to Nintendo's pride and joy – and proves that cel-shaded graphics were indeed a good idea. Otherwise, all the likely candidates made it in and all three consoles made a strong showing. No PC games, mind...

1 ZELDA: THE WIND WAKER (GC)

▲ Good old Link, he triumphs once again! It just goes to show that the *Zelda* games are bleedin' brilliant.

2. KNIGHTS OF THE OLD REPUBLIC (XBOX)
3. PRO EVOLUTION SOCCER 3 (PS2)
4. MARIO KART: DOUBLE DASH!! (GC)
5. SSX3 (MULTI)
6. METROID PRIME (GC)
7. NEED FOR SPEED UNDERGROUND (MULTI)
8. PRINCE OF PERSIA: SANDS OF TIME (PS2)
9. MANHUNT (PS2)
10. PROJECT GOTHAM RACING 2 (XBOX)

OI! MUPPET!
Sigh. You would not believe how many people voted for *GTA Vice City* on PS2– the game was released in 2002, dunderheads! Tsk and, indeed, pshaw.

BEST PC GAME

Ah, the PC, still kickin' it as a games machine and livin' large. Or something. Naturally there's a first-person shooter at the top spot, proving that the historical FPS is still very much in favour, and the long-delayed *Halo* brings up the rear.

1. CALL OF DUTY
2. GTA VICE CITY
3. CHAMPIONSHIP MANAGER 04
4. THE SIMS: MAKIN' MAGIC
5. HALO

BEST HARDWARE

And so your favourite non-game thing is a widget that allows you to make a right tit out of yourself in front of all your friends. Ladies and gentlemen, it's the genius of Eye Toy! Oddly enough, the Xbox itself made it in here, but PS2 and GC didn't. It's cos it's big, isn't it?

1. EYETOY
2. GBA SP
3. XBOX
4. XBOX HEADSET
5. PS2 NETWORK ADAPTOR

WE SALUTE YOU!
One man certainly knew his fave bit of kit – the ATI Radeon 9800 Pro graphics card. Some top PC love, there.

BEST MULTIPLAYER GAME

There really could be no other contender here. Lunchtimes in the *GM* office have never been the same since Mario karted onto the GameCube and we've already worn out 79 Wavebirds because we've played it so much. A good showing from *XIII*, too.

1. MARIO KART: DOUBLE DASH!! (GC)
2. XIII (MULTI)
3. WWE SMACKDOWN (PS2)
4. WORMS 3D (MULTI)
5. MEDAL OF HONOR RISING SUN (MULTI)

OI! MUPPET!
Would you believe somebody voted for *Knights of the Old Republic* here? Seeing as only one person can play it, *it's not a frickin' multiplayer game!* Sheesh.

BEST GRAPHICS

See! Cel-shading *Zelda was* a good idea! Can you remember what all the fuss was about? Neither can we, as *Zelda* is a living, breathing cartoon and a thing of nipple-twisting beauty. Indeed, it seems the cartoon-style has found a lot of favour, as *XIII* slides into second place.

1. ZELDA: THE WIND WAKER (GC)
2. XIII (MULTI)
3. PROJECT GOTHAM RACING 2 (XBOX)
4. METROID PRIME (GC)
5. SSX3 (MULTI)

BEST ONLINE GAME

Those of you lucky enough to have both broadband and Xbox Live rightly put *PGR2* at the top of the pile here – it's the best reason yet to go online with yer Xbox and is more fun than a rubber sack full of greased monkeys. Yeah!

1. PROJECT GOTHAM RACING 2 (XBOX)
2. SOCOM NAVY SEALS (PS2)
3. RAINBOW SIX 3 (XBOX)
4. PHANTASY STAR ONLINE 1 & 2 (GC)
5. HALO (PC)

BEST SOUNDTRACK

It's official; guitars are back in! It was a closely fought tussle between the rockin' Hawkster and the hip-hop blingery of *Def Jam Vendetta*, but the game with the Kiss songs won. Nice to see the celtic moods of the *Wind Waker* score high on your lists too.

1. TONY HAWK'S UNDERGROUND
2. DEF JAM VENDETTA
3. SSX3
4. ZELDA: THE WIND WAKER
5. TRUE CRIME: STREETS OF LA

BEST PS2 GAME

PS2's sickest game also proved to be its most-loved. Coincidence? Possibly not. That it's also quite literally bloody good has helped too, and gives developers Rockstar a big feather in their cap in a *GTA*-less year.

1. MANHUNT
2. WWE SMACKDOWN
3. PRO EVOLUTION SOCCER 3
4. MEDAL OF HONOR: RISING SUN
5. THE SIMS: BUSTIN' OUT

OI! MUPPET!
Everybody's entitled to their opinion, but the fellow that voted for *Hugo: Bukkazoom* was clearly either taking the mick or a complete mentalist.

BEST GAMECUBE GAME

Billy Hatcher at number four? It's a great game, but... well, where's *F-Zero* or *Eternal Darkness* or *Resident Evil Zero*? Never mind. *Zelda* once again rightly triumphs, followed closely by The Best Multiplayer Game Ever Made, *Mario Kart: Double Dash!!* Lovely.

1. ZELDA: THE WIND WAKER
2. MARIO KART: DOUBLE DASH!!
3. METROID PRIME
4. BILLY HATCHER AND THE GIANT EGG
5. VIEWTIFUL JOE

BEST XBOX GAME

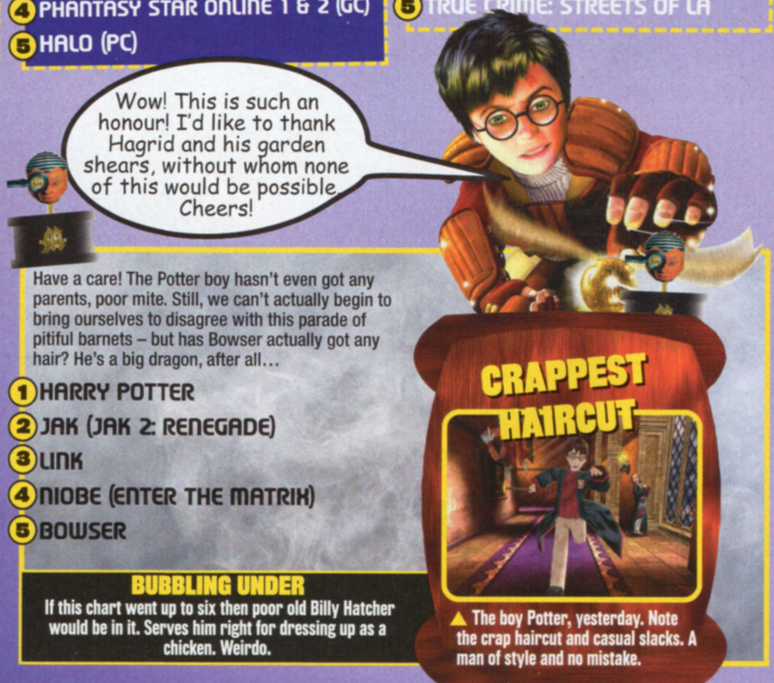
No surprises here. Deservedly voted one of the best games of the year overall, the brilliant it-made-*Star Wars*-cool-again *Knights of the Old Republic* swept all before it on the Microsoft-based side.

1. STAR WARS: KNIGHTS OF THE OLD REPUBLIC
2. PROJECT GOTHAM RACING 2
3. TONY HAWK'S UNDERGROUND
4. SOUL CALIBUR 2
5. RAINBOW SIX 3

BEST GBA GAME

It's official; the best remedy for long and boring train journeys is *Advance Wars 2*. An unsurprisingly strong showing from the latest *Pokémons* (Pokémen?) holds second place, and it's pleasing to see that everyone loves *Wario Ware*. It's the nose-picking minigame, isn't it?

1. ADVANCE WARS 2
2. POKEMON RUBY AND SAPPHIRE
3. WARIO WARE
4. FINAL FANTASY TACTICS ADVANCE
5. ZELDA: LINK TO THE PAST



Have a care! The Potter boy hasn't even got any parents, poor mite. Still, we can't actually begin to bring ourselves to disagree with this parade of pitiful barnets – but has Bowser actually got any hair? He's a big dragon, after all...

1. HARRY POTTER
2. JAK (JAK 2: RENEGADE)
3. LINK
4. NIOBE (ENTER THE MATRIX)
5. BOWSER

BUBBLING UNDER
If this chart went up to six then poor old Billy Hatcher would be in it. Serves him right for dressing up as a chicken. Weirdo.

▲ The boy Potter, yesterday. Note the crap haircut and casual slacks. A man of style and no mistake.

I'd like to thank Angelina Jolie for making my dirty pillows look so good in real life, and my ponytail for flopping around sexily.

MOST WANTED GAME

Whatever it'll be called – *San Andreas*, *Sin City*, *Uttoxeter* – the next *GTA* game is the one we *all* want. In fact, just about the only surprise here is the lack of Nintendo games. No *Metroid Prime 2* or *Wind Waker 2*?

1. GTA 5
2. HALO 2
3. METAL GEAR SOLID 3
4. HALF LIFE 2
5. GRAN TURISMO 4

BEST TERM OF ABUSE

As this is a family games magazine we couldn't print some of the, er, fruitier sayings some of you sent in, but we think you'll agree that the top five will do in a pinch, headed up by your fave line from *Manhunt*.

1. DON'T TRIP OVER YOUR DRESS (MANHUNT)
2. THAT'S A LAWSUIT
3. YOU PLAY LIKE MY GRANNY
4. HAVE IT YOU MUPPET!
5. YOU COULDN'T HIT WATER IF YOU WERE A BOAT

OI! MUPPET!
Bafflingly, a number of people put game names in this category. Since when did shouting 'Halo!' at a mate become a term of abuse? Dumbasses.

BARGAIN OF THE YEAR

£79 for Nintendo's purple box o' fun? That certainly qualifies as a bargain, madam. You might as well buy two at that price. Not quite sure how the full-price *Double Dash!!* qualifies as a bargain, but then we'd pay at least £83.64 to sample its primary-coloured fun any day of the week.

1. GAMECUBE
2. GTA DOUBLE PACK
3. MARIO KART
4. METROID PRIME (PLAYER'S CHOICE – £20)
5. PRINCE OF PERSIA

SEXIEST CHARACTER

▲ Lovely Lara. Lovely, lovely Lara. If only she was real and not a collection of polygons. Ah well.

Lara does it again, despite her latest game being a load of old hogwash. Note that all the votes are for ladies – c'mon on, girls, weren't there any game-fellas you had your eyes on last year? What about Spongebob Squarepants? No? Anyone? Anyone?

1. LARA CROFT
2. IVY (SOUL CALIBUR)
3. SAMUS ARAN (METROID PRIME)
4. VANESSA SCHNEIDER (P.N.03)
5. RIKKU (FFX-2)

HERO

He may wear tights, he may be a young boy with stumpy legs and an enormous distended head, but the hero of the *Zelda* games possesses a mythic quality that not even Mario or, er, Nick Kang (cough) can match.

1. LINK
2. MARIO
3. MAX PAYNE
4. NICK KANG
5. VIEWTIFUL JOE

CELEB APPEARANCE

Snoop does it again, despite not having had a hit record in yonks, and being in that dreadful horror film *Bones*. Still, he's doing all right, isn't he? You can't knock him. Nice to see Mr. Duchovny from *XIII* – but no Adam West?

1. SNOOP DOGG (TRUE CRIME)
2. JAMES BOND
3. DAVID DUCHOVNY (XIII)
4. TONY HAWKS
5. THE ROCK

BEST CHEAT

Tsk. *GTA* was out in 2002, people! But still you think that it's got some of the best cheats around. Not as good as everyone's favourite rapper Snoop Dogg being in *True Crime*, though. Fo' shizzle! Apparently.

1. SNOOP DOGG IN TRUE CRIME
2. GTA: TANK
3. GTA: FLYING CHEAT
4. SIMS: WALKTHROUGH
5. MATRIX: HACKING

WE SALUTE YOU!
Take a bow, Craig Wells – you're a man of honour. The reason? In the 'best cheat' category he simply wrote 'I don't cheat'. Now *that*'s hardcore.

BEST MOVE

Nothing in 2003 was quite as athletic and graceful as the Prince of Persia, even *GM*'s very own Tom East, a man otherwise noted for his balletic movement and ability to pirouette like Rudolf Nureyev.

1. PRINCE OF PERSIA TIME FREEZE
2. ZELDA: HURRICANE BLADE
3. LORD OF THE RINGS: ARAGORN COMBO
4. TRUE CRIME: TIGER SWEEP
5. GAMECUBE PRICE CUT

BEST MOVIE ADAPTATION

Terminator 3? *Terminator 3*? Have you all gone mad? It was rubbish! *Finding Nemo* was much better. Still, EA got it right with *ROTK* and it seems you agreed. It's official – wizards are now sexy. It's probably the beards.

1. LORD OF THE RINGS: RETURN OF THE KING
2. ENTER THE MATRIX
3. HULK
4. ROCKY
5. TERMINATOR 3

▲ *Return of the King* is a cracking slash-'em-up and a deserved winner. If only Tolkien had written a fourth book...

I'd like to thank my make-up artist and manicurist. They're such sweeties.

HARDEST GAME

All the scanning get you down, or perhaps it was the two hard-as-concrete-slabs final bosses? Whatever, *Metroid Prime* is brilliant fun but it's no walk in the park. And *Tomb Raider* is just hard because it's a bit naff. Ah well.

1. METROID PRIME
2. TOMB RAIDER: ANGEL OF DARKNESS
3. SPLINTER CELL
4. F-ZERO GX
5. MANHUNT

Gosh! Well, what can I say? All those years spent trying to kidnap helpless women and horribly murderise fat Italian plumbers has obviously paid off. Word!

NO MORE...

It's all the usual suspects, the stars of big franchises, or indeed in *FIFA*'s case the franchise itself. But *Pokémon*? Come on, they're so cute! You can't have enough Pikachu, we always thought, but it seems you want to murder him with knives. Fair enough.

1. HARRY POTTER
2. FIFA
3. POKEMON
4. TOMB RAIDER
5. FINAL FANTASY

BIGGEST DISAPPOINTMENT

It seems that Lara's moment of glory has indeed passed. *Angel of Darkness* was frankly a bit of a mess, and if Ms. Croft wants to regain her glory days then the next *Tomb Raider* has got some serious work to do...

1. TOMB RAIDER: ANGEL OF DARKNESS
2. TRUE CRIME: STREETS OF LA
3. ENTER THE MATRIX
4. N-GAGE
5. GAME RELEASE DELAYS

HARDEST BOSS

The cause of more burst veins in the *GM* office than anything else in 2003 – apart maybe from Meta Ridley – *Metroid*'s Omega Pirate is a boss so mega-hard that it very nearly spoiled the game. But it's nice to be kept on our toes.

1. METROID PRIME: OMEGA PIRATE
2. STAR WARS KOTOR: DARTH MALAK
3. XIII: MONGOOSE
4. ZELDA: GANON PUPPET
5. SUPER MARIO ADVANCE 4: BOWSER

VILLAIN

▲ Bowser's latest appearance was in *Mario Kart: Double Dash!!* He's an evil green swine with bad breath.

Boo! Hiss! A list of despicable behaviour, of gentlemen whose deeds are black and generally lacking in manners, of five frightful fellows that we simply love to hate. Poor old Bill Gates, though, eh?

1. BOWSER
2. GANONDORF
3. DARTH MALAK
4. WARIO
5. BILL GATES

IT TAKES ALL SORTS
Despite being a real-life entry into the Villain category, Mr. Gates also made it as Hero on some people's forms. Isn't that nice?

WORST GAME

Hurrah! Winner of an astonishing 8% in this very magazine, the terrible game-of-the-toy gets your vote as the most terrible dreck to hit a console in space-year 2003. Good to see you weren't hoodwinked by the granny-tricking reality-TV nonsense of *Pop Idol* and *Fame Academy* either.

1. BEYBLADE
2. FAME ACADEMY
3. POP IDOL
4. FIFA 2004
5. WWE SMACKDOWN

CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

Software charts compiled by ChartTrack, ©2003 ELSPA (UK) Ltd.
www.elspa.com Words: Joel Snape

UK TOP 20 GAMES CHART

ChartTrack
GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 20 in GM every month! It's the only chart that counts!

NO.	GAME	WHAT'S IT ALL ABOUT?	FORMAT	PUBLISHER	PREVIOUS POSITIONS: Last week	2 weeks ago	3 weeks ago	Weeks on chart
1	Sonic Heroes	Faster than a speeding bullet... well, apart from Tails. He's rubbish.	PS2, GC, XB	Sega	-	-	-	1
2	Need For Speed: Underground	Fast? Yes. Furious? Erm, a bit. Worth playing? Definitely...	PS2, GBA, XB, PC	EA	1	1	1	13
3	Mafia	Not quite the *GTA: 1930s* edition we were after, but still okay.	PS2, PC	Take 2	6	-	-	2
4	Baldur's Gate: Dark Alliance 2	Not enough goblins for you in *Rings*? Get this in as well! Crazy!	XB, PS2,	Acclaim	-	-	-	1
5	The Simpsons Hit & Run	It's more about clever in-jokes than good gameplay – but who cares?	PS2, XB, PC, GC	EA	4	3	3	16
6	FIFA 2004	It's what you do *off* the ball, reckon EA. Apart from scoring, natch.	PS2, XB, PC, GBA	EA	3	2	4	10
7	LOTR: Return Of The King	Seriously, though, why didn't Frodo just fly there on that eagle?	PS2, XB, PC, GBA	EA	5	4	5	14
8	The Sims: Bustin' Out	Fire up the hot tub – but not next to your console, obviously.	PS2, GC, XB, GBA	EA	8	7	7	8
9	Eye Toy: Play	*GM*'s fave knocking-over-furniture game, still better than *Groove*.	PS2, XB, PC, GBA	Sony	7	9	14	31
10	Legacy Of Kain: Defiance	Kain and Raziel finally scrap it out. Who wins? That'd be telling.	PS2, XB, PC	Eidos	-	-	-	1
11	Grand Theft Auto: Double Pack	Even better than *The Sims* for making life pass by alarmingly fast.	XB, PS2	Rockstar	9	6	2	12
12	Medal Of Honor: Rising Sun	War! Huh! What's it good for? Making millions of pounds for EA...	PS2, XB, PC	EA	10	8	8	11
13	Grand Theft Auto: VIce City	Rockstar's classic's still knocking 'em dead for a cheeky twenty quid.	PS2, PC	Rockstar	14	-	-	28
14	Looney Tunes: Back In Action	Not as good as the film – Daffy gets his face blown off *five times*.	PS2, PC, GBA	EA	-	-	-	1
15	Champ Manager: Season 03/04	Even more life-consuming than *The Sims* – back for another season.	PC	Eidos	11	12	12	13
16	Midway Arcade Treasures	A big sack of games for 63p each – shame they're mostly rubbish.	PS2, XB	Midway	-	-	-	1
17	X2 The Threat	The most head-messing space trader since *Elite* – it's a life-drainer.	PC	Koch Media	-	-	-	1
18	Tiger Woods PGA Tour 2004	Nothing to do with avoiding tigers in woods, sadly – but still great.	PS2, PC, XB	EA	12	13	10	8
19	Medal of Honor: Frontline	That first level's still more gripping than all of *Rising Sun*.	PS2, GC, XB, GBA	EA	13	20	15	19
20	LOTR: The Two Towers	Next month, EA'll probably have taken over the entire chart...	PS2, XB	EA	5	11	6	4

US CHARTS

Proving that not all US gamers are anti-social Dorito-munchers, *Crystal Chronicles* is the game of choice for anyone who likes a bit of link-up action with three mates. Sweet.

US CHARTS

No.	Game	Format
1	FF: Crystal Chronicles	GC
2	Call Of Duty	PC
3	Mario & Luigi	GBA
4	Halo	XB
5	Super Mario Advance 4	GBA
6	Baldur's Gate: DA 2	PS2
7	NFL Street	PS2
8	DDR Max 2	PS2
9	Madden NFL 2004	PS2
10	Final Fantasy X-2	PS2

SONIC BOOM

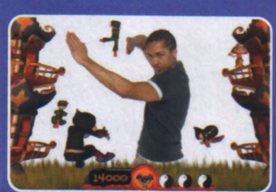
Bit of a surprise, this one. There are obviously enough people who remembered the speed and funky trainers from the original games to push this to the top of the charts. Maybe he'll finally be able to afford some new running shoes.

▲ Ah, the speedy blue one's still got it – he's no plumber, but he's not pure nostalgia yet either.

▲ Having said that, this isn't the ultimate in cutting-edge gaming technology. Run fast, collect stuff, fight Bosses. Er, that's it.

ELBOW ROOM

Sony's arm-flailer's still going strong, despite a slightly disappointing showing for the *Groove* update. Hang onto that camera, though – the upcoming *Sing Star*'s set to let you watch you warble along with Deee-Lite.



▲ Yep, you too can make a prat of yourself in the comfort of your own home. Better than doing it in public, we suppose.

▲ And it's one for all the family. Isn't that sweet? Well, not if they keep hogging your PS2 when you want to blow stuff up.

CRACK O' DOOM

Two *LOTR* games in the charts? The world's clearly going *Rings* mental, and it's going to get worse before it gets better, with Peter Jackson scooping about 12 Baftas. Thankfully, there's no word on a *Meet The Feebles* conversion...

▲ Ready for a spot of righteous smiting, fiery death, portents of doom and suchlike? You've come to the right place.

▲ Ah yes, we've been here before. And if we keep dying, we'll be back again – nighties have never been so fashionable.

JAPAN CHARTS

Don't be fooled by the title – *Exciting Pro Wrestling*'s about as 'exciting' as watching chubby, unrecognisable men hug each other. Stick with *SmackDown* for rumblage.

JAP CHARTS

No.	Game	Format
1	Pokemon Fire Red/Leaf Green	GBA
2	Hajime No Ippo 2	PS2
3	Fuun Shinsen Gumi	PS2
4	Shin Megami Tensai 3	PS2
5	Star Ocean: Director's Cut	PS2
6	Exciting Pro Wrestling 5	PS2
7	Gyakuten Saiban 3	GBA
8	Phantom Brave	PS2
9	Rockman EXE 4	GC
10	Momotaro Dentetsu 12	PS2

COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule there is, so you can find out exactly what's on the horizon for your chosen format.

MARCH

12th	FINAL FANTASY: CRYSTAL CHRONICLES	Nintendo	GC
12th	IL-2: STURMOVIK	Ubi Soft	PC
12th	CHARM OF WAR	TBA	PC
12th	SABRE WULF	THQ	GBA
12th	PACIFIC THEATRE OF OPERATIONS IV	Koei	PS2
12th	SOCOM 2: US NAVY SEALS	Sony	PS2
12th	SPAWN: ARMAGEDDON	EA	PS2
12th	SPAWN: ARMAGEDDON	EA	XB
12th	TAK AND THE POWER OF JUJU	THQ	GC
12th	TAK AND THE POWER OF JUJU	THQ	PS2
12th	TAK AND THE POWER OF JUJU	THQ	GBA
13th	RAILROAD PIONEER	Bigben	PC
13th	SABRE WULF	THQ	GBA
18th	SWORD OF MANA	Nintendo	GBA
18th	UNIVERSAL COMBAT	Mindscape	PC
19th	DR SEUSS' THE CAT IN THE HAT	Vivendi	PC
19th	DR SEUSS' THE CAT IN THE HAT	Vivendi	GBA
19th	DR SEUSS' THE CAT IN THE HAT	Vivendi	PS2
19th	DR SEUSS' THE CAT IN THE HAT	Vivendi	XB
19th	HARVEST MOON: A WONDERFUL LIFE	Ubisoft	GC
19th	HARVEST MOON: MINERAL TOWN	Atari	PC
19th	KNIGHTSHIFT	Deep Silver	PC
19th	MIDNIGHT NOWHERE	Oxygen	PC
19th	MTX: MOTOTRAX	Activision	PS2
19th	MTX: MOTOTRAX	Activision	XB
19th	PARADISE CRACKED	Oxygen	PC
19th	KNIGHTS OF THE TEMPLAR	TDK	XB
19th	KNIGHTS OF THE TEMPLAR	TDK	PC
19th	KNIGHTS OF THE TEMPLAR	TDK	PS2
19th	CONSTRUCTOR	Play It	PS2
19th	SCOOBY DOO! MYSTERY MAYHEM	THQ	GC
19th	SCOOBY DOO! MYSTERY MAYHEM	THQ	PS2
19th	SCOOBY DOO! MYSTERY MAYHEM	THQ	XB
19th	SCOOBY DOO! MONSTERS UNLEASHED	THQ	GBA
19th	SCOOBY DOO! MONSTERS UNLEASHED	THQ	PC
19th	SACRED	ASCARON	PC
19th	BATTLEFIELD VIETNAM	EA	PC
19th	TENCHU: RETURN FROM DARKNESS	Activision	XB
19th	UNREAL TOURNAMENT 2004	Atari	PC
19th	UNREAL 2: THE AWAKENING	Atari	XB
19th	TOM CLANCY'S RAINBOW SIX 3	Ubisoft	PC
26th	YU-GI-OH! WORLD CHAMP TOURNAMENT	Konami	GBA
26th	DEAD MAN'S HAND	Atari	PC
26th	DEAD MAN'S HAND	Atari	XB
26th	SPLINTER CELL: PANDORA TOMORROW	Ubisoft	PS2
26th	SPLINTER CELL: PANDORA TOMORROW	Ubisoft	XB
26th	SPLINTER CELL: PANDORA TOMORROW	Ubisoft	PC
26th	TOM CLANCY'S RAINBOW SIX 3	Ubisoft	PS2
26th	AGASSI: TENNIS GENERATION	Mindscape	GBA
26th	ROMANCE OF THE THREE KINGDOMS 8	Koei	PS2
26th	.HACK//INFECTION PART 1	Atari	PS2
26th	CHAMPIONS OF NORRATH: EVERQUEST	Ubisoft	PS2
26th	DRAGON BALL Z: TAIKETSU	Atari	GBA
26th	R: RACING	EA	XB
26th	R: RACING	EA	PS2
26th	R: RACING	EA	GC
26th	R-TYPE FINAL	Metro3D	PS2
26th	SHINING SOUL 2	THQ	GBA
26th	MX UNLEASHED	THQ	PS2
26th	MX UNLEASHED	THQ	XB
26th	METAL GEAR SOLID: TWIN SNAKES	Konami	GC
TBC	ASTERIX AND OBELIX XXL	Atari	PS2
TBC	CHESS CHALLENGER	Play It	PC
TBC	BATTLE MAGES	GMX	PC
TBC	COLD WAR CONFLICTS	GMX	PC
TBC	COUNTER STRIKE: CONDITION ZERO	Vivendi	PC
TBC	TRIVIAL PURSUIT UNHINGED	Atari	PC
TBC	TRIVIAL PURSUIT UNHINGED	Atari	PS2
TBC	TRIVIAL PURSUIT UNHINGED	Atari	XB
TBC	YU-GI-OH! KAIBA THE REVENGE	Konami	PC
TBC	MALICE	Evolved	PS2
TBC	MALICE	Evolved	XB
TBC	LMA MANAGER 2004	Codemasters	PS2
TBC	LMA MANAGER 2004	Codemasters	XB
TBC	KYA: DARK LINEAGE	Atari	PS2
TBC	SILENT SCOPE COMPLETE	Konami	XB
TBC	THE HAUNTED MANSION	Take 2	GC
TBC	FORBIDDEN SIREN	Sony	PS2
TBC	PRO RUGBY MANAGER 2004	DigitalJesters	PC
TBC	STAR TREK: SHATTERED UNIVERSE	TDK	PS2
TBC	STAR TREK: SHATTERED UNIVERSE	TDK	XB
TBC	CONAN: THE DARK AXE	TDK	GC
TBC	EXTREME DEMOLITION	TBA	Mac
TBC	EXTREME DEMOLITION	TBA	PC
TBC	FX RACING	Leader	GC
TBC	FX RACING	Leader	PC
TBC	FX RACING	Leader	PS2
TBC	FX RACING	Leader	XB
TBC	WORLD RACING	TDK	GC

APRIL

2nd	POKEMON CHANNEL	Nintendo	GC
2nd	MISSION IMPOSSIBLE: OP SURMA	Atari	GC
2nd	SINGLES: FLIRT UP YOUR LIFE	Deep Silver	PC
2nd	RESTRICTED AREA	TBA	PC
9th	HITMAN: CONTRACTS	Eidos	PS2
9th	HITMAN: CONTRACTS	Eidos	XB
9th	HITMAN: CONTRACTS	Eidos	PC
9th	ALIAS	Acclaim	PS2
9th	ALIAS	Acclaim	XB
9th	THE SUFFERING	Midway	PS2
9th	THE SUFFERING	Midway	XB
9th	BEYOND DIVINITY	Digital Jesters	PC
16th	SERIOUS SAM: THE SECOND ENCOUNTER	Take 2	GC
23rd	DIGIMON RACING	Atari	GBA
23rd	MORTYR	Cenega	PC
23rd	THE 5TH DISCIPLE	Cenega	PC
30th	RED DEAD REVOLVER	Rockstar	PS2
30th	RED DEAD REVOLVER	Rockstar	XB
TBC	TEENAGE MUTANT NINJA TURTLES	Konami	GC
TBC	DEADLY SKIES 3	Konami	PS2
TBC	POOL PARADISE	Ignition	PS2
TBC	POOL PARADISE	Ignition	PC
TBC	POOL PARADISE	Ignition	GC
TBC	POWERDROME	Evolved	PS2
TBC	POWERDROME	Evolved	XB
TBC	SHINING FORCE: RESURRECTION	THQ	GBA
TBC	WORLD CHAMPIONSHIP RUGBY	Acclaim	PC
TBC	WORLD CHAMPIONSHIP POOL 2004	Jaleco	GC
TBC	SHADOW OF THE SUN	TBA	GC
TBC	SHADOW OF THE SUN	TBA	PS2
TBC	SHADOW OF THE SUN	TBA	XB

MAY

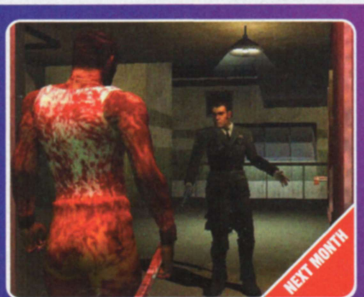
7th	LEGENDS OF WRESTLING: SHOWDOWN	Acclaim	PC
7th	LEGENDS OF WRESTLING: SHOWDOWN	Acclaim	PS2
7th	LEGENDS OF WRESTLING: SHOWDOWN	Acclaim	XB
7th	TWO THRONES	Deep Silver	PC
7th	TRANSFORMERS ARMADA	Atari	PS2
9th	PERIMETER	Codemasters	PC
12th	SUDEKI	Microsoft	XB
12th	NINJA GAIDEN	Microsoft	XB
14th	FIGHT NIGHT 2004	EA	PS2
14th	FIGHT NIGHT 2004	EA	XB
14th	NINJA GAIDEN	Microsoft	XB
14th	VAN HELSING	Vivendi	XB
14th	VAN HELSING	Vivendi	PS2
19th	POKEMON COLOSSEUM	Nintendo	GC
21st	ANNO 1503	EA	PC
28th	ADIBOO AND THE ENERGYTHIEVES	Vivendi	PS2
28th	ADIBOO AND THE ENERGYTHIEVES	Vivendi	PC
TBC	ALIAS	Acclaim	PC
TBC	SCHIZM 2: CHAMELEON	Mindscape	PC

JUNE

1st	DRIVER 3	Atari	PS2
1st	DRIVER 3	Atari	XB
18th	MARIO GOLF: TOADSTOOL TOUR	Nintendo	GC
18th	GROUND CONTROL 2	Vivendi	PC
25th	SHADOW OPS: RED MERCURY	Atari	XB
25th	SHREK 2	Actvision	XB
25th	SHREK 2	Actvision	PS2
25th	SHREK 2	Actvision	PC
25th	SHREK 2	Actvision	GBA
25th	SHREK 2	Actvision	GC
TBC	MARIO GOLF: ADVANCE TOUR	Nintendo	GBA
TBC	MARIO TENNIS	Nintendo	GBA
TBC	MARIO TENNIS	Nintendo	GC
TBC	THE FAST AND THE FURIOUS	Vivendi	PS2
TBC	THE FAST AND THE FURIOUS	Vivendi	XB
TBC	CODENAME PANZERS	CDV	PC
TBC	FIRE EMBLEM	Nintendo	GB
TBC	KILL.SWITCH	LSP	PC
TBC	NINTENDO PUZZLE COLLECTION	Nintendo	GC
TBC	PAPER MARIO	Nintendo	GC
TBC	STAR FOX 2	Nintendo	GC
TBC	THE SIMS BUSTIN' OUT	EA	NG
TBC	TIGER WOODS PGA TOUR 2004	EA	NG
TBC	VULTURES	CDV	XB
TBC	BREAKDOWN	EA	XB
TBC	COMBAT ELITE: PARATROOPERS	Acclaim	XB
TBC	COMBAT ELITE: PARATROOPERS	Acclaim	PS2
TBC	SHADOW OPS: RED MERCURY	Atari	PC
TBC	HEADHUNTER: REDEMPTION	Sega	XB
TBC	HEADHUNTER: REDEMPTION	Sega	XB
TBC	SPY VS. SPY	TDK	XB
TBC	SPY VS. SPY	TDK	XB
TBC	SPY VS. SPY	TDK	XB
TBC	FULL SPECTRUM WARRIOR	THQ	XB
TBC	BOKTAI: THE SUN IS IN YOUR HAND	Konami	GBA
TBC	BLITZKRIEG: BURNING HORIZON	CDV	PC
18th	SWORD OF MANA	Nintendo	GBA
19th	DR SEUSS' THE CAT IN THE HAT	Vivendi	PC
TBC	DONKEY KONG COUNTRY 2	Nintendo	GBA
TBC	F-ZERO 2	Nintendo	GBA
TBC	CHESS CHALLENGER	Play It	XB
TBC	KULT	Project 3	PC
TBC	MEDABOTS: INFINITY	Natsume	GC
TBC	OPERATION SHADOW	Nokia	NG
TBC	SUPREMACY: FOUR PATHS TO POWER	Strategy First	PC

WATCH OUT FOR...

FF: CRYSTAL CHRONICLES
Officially the best excuse to get four mates with GBAs together – out now!



THE SUFFERING
The bloodiest, swearest, nastiest game ever comes out in April. Icky.

TRANSFORMERS ARMADA
Optimus Prime, Megatron and the gang hit the shelves in May.

FULL SPECTRUM WARRIOR
The US military's favourite game keeps getting delayed – but we can't wait.

PREVIEWS

p.22

ONIMUSHA 3
The third and supposedly final instalment of the definitive demon-slasher adds time-travel and French policemen to the mix.

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OUT: SEPTEMBER | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** CRITERION GAMES | **PUBLISHER:** ELECTRONIC ARTS | **SPECIAL FEATURES:** ONLINE (PS2 ONLY) | **OTHER FORMATS:** XBOX | **CALL:** 01932 450000 | **PLAYERS:** 1-6

PREVIEWER

Alex Cooke

Factpack
The stuff you need to know...

Cars	50
Racers	6
Players online	6
Classes of car	5

Burnout 3

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

Are you **fast and curious** about the latest racer? We've got the **inside line** on the **most exciting petrol-guzzler** since Ollie Reed...

"So, what's it like?" everyone constantly asks us. And while other people, sensible people, might say something about "being fired from a howitzer through a stained-glass window," we always run around the office shouting, "Neee-owww, skeeecchhh, crunch! KA-POW!" Which is stupid, because the word 'fun' would do the same job.

But that is what *Burnout 3* does; you grin, you jiggle, you forget how to speak and end up just pointing at the screen looking like the idiot cousin of Andy from *Little Britain* – "I crashed that one." Why? Because *B3* looks that good, and promises to be even a little bit better.

The secret is that the team haven't messed with the formula too much. Instead they've just maxed out every stat, multiplied every number and polished every jagged edge to a gleaming shine. The result is a game that is even faster than *Burnout 2* and one third bigger!

Softography
These guys have also made...

Trickstyle	72%
Redline Racer	53%
AirBlade	60%
Burnout	88%
Burnout 2: Point of Impact	88%

READ FOR SPEED

So instead of racing against three other drivers, there are now five AI rivals, and instead of running free on the freeways, you'll once again be able to commit atrocities on the autobahn and cause mayhem on the motorway, as the new, longer, courses take you around the world instead of just sticking to the streets of the US.

> "...you'll be able to commit **atrocities on the autobahn** and cause **mayhem on the motorway...**"

And just to make sure that you don't wander off and start dribbling over rivals such as *Need For Speed: Underground* or *Juiced*, the boost system has also been tinkered with, to let you steal your rivals' turbos or total their cars to gain even more speed.

With the promise of online play for PS2 owners (But sadly not for the Xbox) all we can say is "Wooosh, skiiiiid, BLAM!"

VAN HELSING
It's the game of the film, rather than the book, so the eccentric vamp-hunter looks like Wolverine, but there's plenty of Transylvanian slaying to be done.

THE SUFFERING
Step forward the latest gore-fest, as a death-row prisoner sets out to escape and finds that odd things happen when he gets really angry... Urgh.

PLUS!

TOCA RACE DRIVER 24
SING STAR 25
GALLEON 26
DRIVER 3 30
NINJA GAIDEN 34
MONSTER HUNTER 38

IRST ♦ THE NEWEST GAMES FIRST ♦ THE NEWEST GAMES FIRST ♦ THE NEWEST GAMES FIRST ♦ THE NEWEST GAMES FIRST ♦ THE

01 With six other cars taking part, the opportunities for chaos and carnage have shot up. 02 You no longer need to wait until the boost bar is full to use its injection of blinding speed. 03 We are yet to see the clock running during any of these races so it looks likely that the checkpoint times have been ditched. 04 You can break the law as many times as you like because the cop cars have been taken out of the game.

Without The Aid Of A Safety Net

There's good news, and bad news. *Burnout 3* is online! But only if you have a PS2. With British developers Criterion shifting over to EA (who don't support Xbox Live), the only place you will be able to play on the net is with Sony's machine.

The makers promise that all of the modes playable in the main solo game will appear online too.

The Crash mode will let you set up huge smashes, with five other drivers joining the anarchy.

They've managed to make sure there's still plenty of traffic on the road, even over the net.

All That Chavs — A Fiesta-ful Of Speed!

NFS: Underground might have whetted your appetite for modifying a Nova with a Burberry bonnet and alloy trims, but for *Burnout 3* the boys at Criterion Games have decided to opt for proper racing cars and not souped-up Sierras.

▲ There are now 50 different types of motor split up into five separate categories of racer.

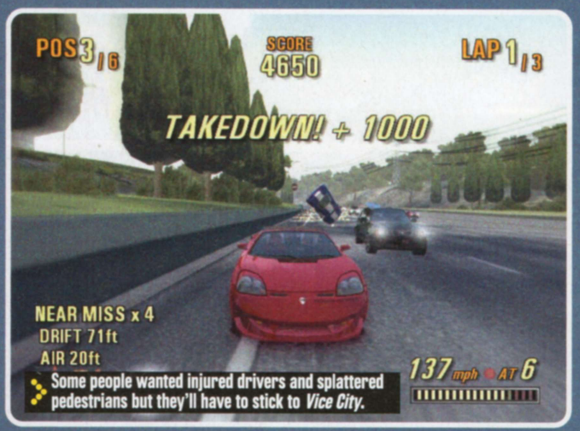
▲ Out have gone the street machines and hatchbacks and in come some more serious pieces of kit.

▲ You won't find any real makes and models but some of them do look like more famous machines.

▲ A whole set of flashy Super Sports models can be unlocked the further you make it into the game.

Very Cross Town Traffic

Get ready to fork out for that congestion charge because *Burnout 3* promises to have even more traffic than the last two games, even on the net!



Some people wanted injured drivers and splattered pedestrians but they'll have to stick to *Vice City*.

Braking Into Heaven

One of the brand new features is the inclusion of a number of places on each track where you can force the opposition into making a fatal mistake. Each course has three or four special places where your bumps and bangs will win you extra points and reveal a stunning 'Takedown'.

Rival Fools

Your racing rivals will have a memory, so if you bump someone at the start you can expect them to try to get their own back later.

Icons and name tags will appear so you can spot which driver you're scrapping with.

Crash Rules Everything Around Me

The first two *Burnout*s were all about being the fastest through traffic, but *Burnout 3* promises to be more about being the toughest in traffic. With six racers instead of four, your rivals being more aggressive and the new boost system reflecting this 'bash and dash' style of action, getting across town will be even less of a walk in the park this time around.

Different types of hit allow you to nick different amounts of power.

The boost bar can still be filled by darting through traffic and near misses.

▲ 'Takedowns' give you a full boost bar and total your enemy, knocking them out of the race.

▲ If you tailgate someone for long enough you can even 'psych them out' by scaring them into making a mistake.

The split-screen mode lets two players nick each other's boost in full traffic.

Secrets?

Aah! What is this that Criterion have stuffed up their ample sleeves?

Large vehicles are promised. Could the buses and trucks be coming back?

The top class of car is rumoured to be F1-style racers and karts.

Will the chance to save your best crashes return too? We sure hope so.

Cold, Hard Crash

That's more like it. This is what we are here for; teeth-rattling, stomach-churning impacts and bowel-puncturing damage. But what's that? The impacts have got even better? Brilliant!

▲ Glass shatters properly and the body panels bend.

◀ The old smashes were great but the team have managed to make things even more spectacular.

◀ You'll be able to impale yourself on spikes and lamp posts.

▶ The entire front end of a car can now break off, putting you out of the race permanently.

Go Faster

The first *Burnout* rattled like a rocket-powered rollercoaster, but it couldn't compare to the likes of *GT3* for depth and detail. Well, unbelievably, Criterion have managed to squeeze even more power out of the PS2...

The backdrops have more detail and texture and lighting have been enhanced.

The car models are more complex, with smoothed-out corners.

Black Capri, Corner Pocket

The Crash mode was a suicidal version of snooker. You hit one motor into another, he hits ten more and you rack up the points. More importantly it's back, and better than ever.

▶ After watching the big smashes in the movies, new cameras and explosive effects have been added.

▲ But the big news is the stuntman-style 'Air-rams' that have been added to all the cars.

All Roads Lead To Home

If there was one thing to complain about in *Point Of Impact* it was that the whole solo game was simply laid out right in front of you, which makes it ripe for an overhaul.

▲ All the points you claim in impacts add up.

▼ These bonuses should make the game less linear.

▲ The more points you get, the more 'Milestone rewards' you collect – these can be extra cars, tracks or even modes.

Altered Vistas And City Scrapes

Instead of sticking to tracks and locations dotted around the States, *Burnout 3* goes back to the first game and travels the world from Europe to Asia in search of the most dangerous racing routes.

▲ From mountain passes to coastal roads, the new routes also include a burn through Bangkok on market day.

▲ Time-saving short-cuts appear more regularly but don't expect as many as you find in *NFS: Hot Pursuit 2*.

▲ Boxes, crates and all sorts of other roadside objects have been added that you can splinter and smash.

First Impressions

Feeling The Burn

The first game was a shock. Popping up from nowhere, this unknown arcade racer tore up the rule book, tore up the road and tore up the Haynes manual for other dull anoraky sims. And while this second sequel might not feel quite as refreshing, this is still a game to get the juices flowing and the eyeballs spinning. It's fast, it's fun and the new aggressive gameplay only seems to add to the octane-driven excitement. Amazingly, the new game engine means that the cars look better and the backgrounds have more detail, and all with no loss of speed. Hell, from what we have seen so far this might even be faster than *Burnout 2*! The handling, too, is also just as sharp, with even the biggest cars feeling lighter and quicker. Our only worry has to be the online mode, not because Criterion haven't spent years developing the technology, but because it does seem pretty ambitious to have six racers and traffic rattling along at the same time, particularly when Polyphony seem to be struggling with the amount of lag in the much-delayed *GT4*. However, if what we've seen so far is anything to go by, *Burnout 3* looks like being every bit as thrilling as the other two, if a bit more bumpy.

GOOD COP BAD COP

An even tastier version of the ace *Burnout 2*? Be still our beating heart and spinning stomach. Brilliant.

The change from racing to car combat might make things less exciting and the gameplay shallow. *Carmageddon*, anyone?

WHERE IT'S AT

With a new engine under the bonnet there's still plenty more testing to do before that September release date.

OUT: JUNE | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** CAPCOM | **PUBLISHER:** CAPCOM | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 020 8846 2550 | **PLAYERS:** 1

REVIEWER

Dave Harrison

Here's the moment everything goes tits-up for Samanosuke – Paris, here we come!

Samurai-ful

We remember thinking that the FMV for *Onimusha 2* was incredible, but the opening movie for this is absolutely mind-blowing. Makes *The Matrix* look clunky.

It all starts with Sam attacking this huge, insect-shaped Genma demon bus.

The character detail is amazing.

The other cutscenes use in-game stuff.

Onimusha 3

TEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE!

Capcom realise that three is **truly the magic number** and make sure Onimusha goes out with **all swords blazing...**

Knowing when to quit is an admirable quality. Martin Johnson proved it, and Ricky Gervais has called time on *The Office*. Then you get your David Seamans, who just have to push it a bit far. Who are so long in the tooth they plough a small furrow wherever they travel.

Capcom though, have joined the clever camp when it comes to *Onimusha*. Even though the demon-slashing horse is well and truly alive for more flogging, it's been decided that *Onimusha* will remain a tight, toned trilogy – hopefully Nobunaga will get that smug 'tache wiped off his face and that'll be that. But this is going to be some send off.

Samanosuke is back, and it's good to have him around, especially as he's finally cornered Nobunaga. But just as he's about to dice him, he's sucked into a time portal and zapped to modern day Paris. Would you believe it?! But he's not the only one to make the journey, as hordes of Genma demons are already there cracking some berets.

TAKING TIME

Leading the fight for the Tricolour is French cop Jacques Braun, played by Jean Rene. Unfortunately he doesn't have time to team up with Samanosuke as he's sucked back to ancient Japan! So we have two warriors stuck in the wrong time period and the earth under threat from cocktail umbrellas with swords. Why all this has happened, we don't know, but there'll be plenty of demons suffering before the answers are found.

Softography

These guys have also made...

Onimusha: Warlords	90%
Onimusha 2: Samurai's Destiny	90%
Onimusha Tactics	75%
Devil May Cry 2	70%

Officially A Crowd

There is a third playable character! She's called Michelle and she's Jacques' fiancée, who also works for the French police and teams up with Samanosuke to go demon smacking.

◀ Michelle doesn't get on that well with Jacques's young son...

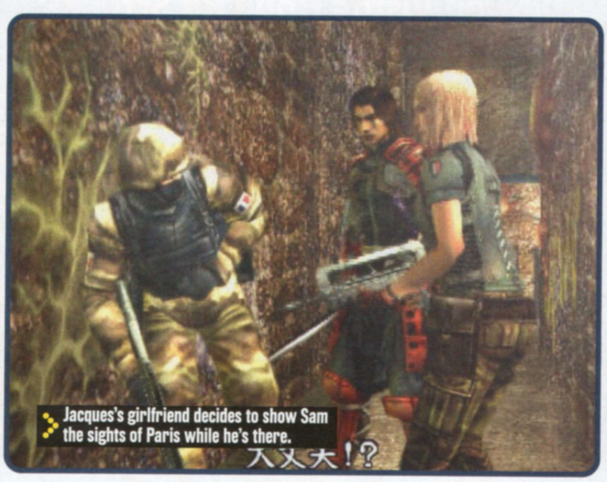
▼ ... but the Genma invasion slowly brings them together. Bless.

...we have two warriors stuck in the wrong time period and the earth under threat from cocktail umbrellas...

Factpack

The stuff you need to know...

Playable Characters	3
Locations	3
Weapons	12
Fairies	1



Jacques's girlfriend decides to show Sam the sights of Paris while he's there.

大丈夫!?

The Bigger They Are The Harder They Hit

While the game has in-game tuition for some of the new moves it also assumes you know way around an *Onimusha* game as it lands you right in the middle of action. Immediately after you've been dazzled by the opening FMV you're dropped into a horde of Genma demons and there are at least three boss battles in the opening half hour's play. Mental.

▲ While the last game took a while to really get into the big-guy action, number three chucks everything at you.

▲ This Transformer lookey-likey turns up on the top of the Arc de Triomphe and is Sam's first major test.

▲ This bully sends out an electricity blast that can only be avoided by getting Jacques's feet off the ground.

Fairy Linguist

If the time-travelling storyline wasn't weird enough, Jacques ends up meeting a younger version of Samanosuke. But as one is an ancient samurai and the other is a Parisian cop, you might think there would be a language problem. Well, not when this magic translating fairy is around there isn't!

▲ See the small sprite? Well, she can't do enough to help inter-racial relations.

▲ Sadly, the cutscenes are in Japanese at the moment, so she doesn't help us.

Blade Goody

Samanosuke starts the game with all the blades he ended the original game with, but once in Paris he loses them. His first upgrade after that are these wicked double blades. They might lack range but they're incredibly quick.

◀ Seeing Samanosuke kicking ass in modern-day Paris takes some getting used to.

The fixed cameras still remain a part of the game.

Trying to move away from the attacks rather than blocking them opens up the chance for the counter-punch.

Shooting From The Whip

Here's our man Jacques. It's looks like all the milk and sit-ups have really worked out as he's a real badass. Armed with a sword-like whip (think Ivy from *Soul Calibur*) he's even a match for Samanosuke.

Check out the blade on a string – just like Ivy's from *Soul Calibur 2*.

▲ Just like Samanosuke, Jacques can collect the energy left by the bad guys and use it to power up his weapons.

While the two main characters have different moves they handle just the same.

First Impressions

Action-packed demon-bashing

We were fortunate to speak to Keji Inafune, the producer of *Onimusha 3*, at a special Capcom press event in the US, and the key word for him with this is 'action'. While *Onimusha 2* was given added depth with its elaborate gift system, number three has been stripped off anything that significantly slows the game's tempo in an attempt to create, as Inafune put it, a 'pure action game'. They've embellished the existing combat system so there are many ways to skin an undead samurai, and added some platformy sections to break up the wandering. The result is a game that rattles along at some pace. Just playing through the first few levels you immediately get sucked in as the game is chucking new challenges your way, and the constant switching between the Samanosuke and Jacques stories just adds to the variety. Overall – it's a winner!

GOOD COP BAD COP

All the things that made the original so great – the graphics, the story – but with loads more action.

The whole gift system that was in number two has gone. It might have slowed the action, but we liked it.

WHERE IT'S AT

By the time you're reading this it will be out in Japan so it's just got to be translated appropriately.

OUT: MAY | **FORMAT:** XB | **PRICE:** £40 | **DEVELOPER:** CODEMASTERS | **PUBLISHER:** CODEMASTERS | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PC | **CALL:** 01926 814132 | **PLAYERS:** 1

PREVIEWER

Dave Harrison

There's a total of 35 different cars for you to crumple into barriers and walls.

You get to drive trucks and then these spindly lawnmowers.

You don't need high performance you just need 'sturdy'.

TOCA really pushes the Xbox as there are up to 21 cars racing at the same time. And it all runs at 60 frames per second.

You don't get to say much in the cutscenes. You just get nagged at.

How this for another stat – there are 52 different tracks!

The first few times you crash it's great! You laugh at how your high-performance sports car is now nothing more than a wheelbarrow. How hilarious.

TOCA Race Driver 2: The Ultimate Racing Simulator

TEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • L

SHOTS! • UPDATE!

Codemasters **scrub up their TOCA series and then give it the longest title in the world...**

Comparing driving simulators is always tricky as each game is aspiring to create the same thing – a realistic driving experience.

Every single one claims to offer unparalleled realism and chart new territory in exhaust-kissing perfection, but the closer they all get to their goal the more indistinguishable they become. Photo-realistic car, on photo-realistic racetrack – it could be any number of games.

What's necessary these days is something more than just torque and a shiny fender – they need a 'thing' to make them special. *Gran Turismo* has got more licensed cars than is surely healthy, *Project Gotham* has generated a blossoming on-line community and now Codemasters have introduced the irate Scotsman to the airtight driving sim.

Softography

These guys have also made...

Colin McRae Rally & TOCA WTC	85%
World Championship Snooker 2003	78%
Colin McRae 04	92%
Club Football	52%

SCOT FREE

Yes, it's Story Mode time, which has you taking the role of rookie race driver, who's mentor is an ageing petrolhead who looks and sounds like one of the dads from *Hollyoaks* and gets angry when you do badly. The good thing is, this is more entertaining than it sounds.

In between the dressing downs you have a chance to race in 31 different championships that cover 15 different classes of motor competition, including GT Sport Car, Ice Racing and Stockcar Oval Racing. And this is far more than just

...each challenge requires its own considered approach...

cosmetic variety, as each challenge requires its own considered approach. Try chucking a spindly Formula 3 round a corner like a touring car and you'll end up last, penniless and on the end of a Gaelic roasting.

Once you've built up some Championship-winning form, it's then time to test your skill online, as both the PC and Xbox versions are playable over that there internet.

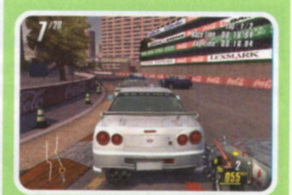
The range of driving challenges really is diverse. It's a real test of your skills.

The learning curve gets steep very quickly. It's all about concentration.

Hairdryer

Here's your friendly mentor, always ready to point out the many pitfalls that you'll come across as race driver. It's not just the cutscenes he turns up in, as you'll hear his voice during the races, constantly reminding you how much money you need to progress to the next stage. And he doesn't half whinge.

The cutscenes are superbly animated and look half real, which makes them very eerie to watch.

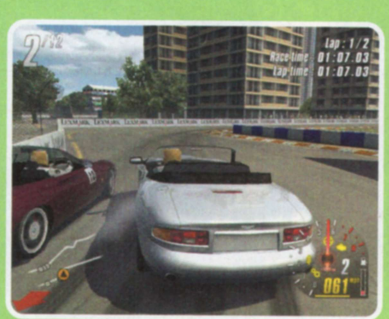


Make a mistake during a race and he's right on your back, whinging.

Planet of the Scrapes

The *TOCA* series has always managed to 'do' crashes extremely well. Every bit of the car can dent, bend and shatter according to the type of impact that's made by rival racers and those pesky walls you get on race tracks. This is not just cosmetic, as the more your motor takes a battering the more internal problems you get – some are so severe you'll be forced to retire from the race.

The game uses the very daunting-sounding Terminal Damage Engine to realise all the cracks and dents.



Sometimes the crashes aren't even your fault as the AI drivers are really aggressive. Yeesssh!

Can you see where the problem is here? There are no front wheels. That's a big disadvantage.

GOOD COP BAD COP

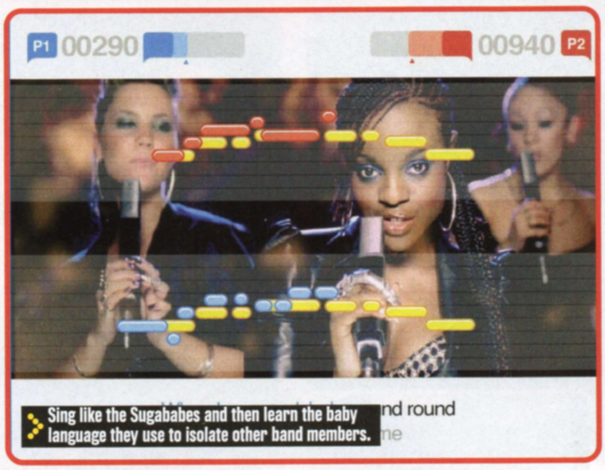
Excellent graphics. The damage model is very impressive and really gives the experience that extra edge.

A real challenge. If you don't adapt quickly to the different car types this will be a struggle.

WHERE IT'S AT

It's down for an early May release and the game is looking very solid at the moment.

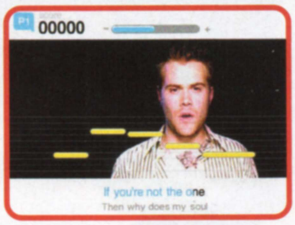
OUT: MAY | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** SONY | **PUBLISHER:** SONY | **SPECIAL FEATURES:** USB MIC (OR TWO) | **OTHER FORMATS:** NONE | **CALL:** 020 7859 5000 | **PLAYERS:** 1-4



Sing like the Sugababes and then learn the baby language they use to isolate other band members.

The pitch scoring system is brilliant and should be used in Eurovision and *Stars In Their Eyes*.

▲ The Mis-Teeq ladies are on it as is Pink, Jamelia, Avril thingy and The Darkness.



▲ Note the Bedingfield stubble. Great for hiding a fat face. Also known as a 'Bowers'.

Sing Star

Put that hairbrush down and croon along with Sony's perfectly pitched warbler...

Typical – you wait ages for a lung-wobbling sing-'em-up, then two come along at once. Not to be confused with Konami's *Karaoke Revolution*, *Sing Star* is Sony's attempt at a vocal version of Bemani, with two mics as standard.

The clever bit, though, is the pitch recognition – if you (say) miss that high note in *Touch My Bum*, it'll penalise you for it. It's doomed some of GM's premier-league gaming talent – being able to finish *Metroid Prime* doesn't necessarily mean that you can hit a top C, so get ready for your little sister to beat you. Pass The Mic and Duet modes provide plenty of scope for party play, and there's a decent selection of tunes (it comes in Classic, Pop and Urban versions). *Sing*'s already a hit among *Pop Idol* wannabes in our office, and it's almost certain to hit the charts big-time.

The tracklist even includes some pop classics. For the mums.

You can combine the game with the Eye Toy so you're on screen!

GOOD COP BAD COP

Anyone can play it, it's absolutely brilliant for parties, and it could (probably) make you a better singer.

It's a bit embarassing if you're completely tone-deaf, and isn't as much fun on your own.

WHERE IT'S AT

Sony are still fiddling with the interface – it was supposed to be out in February, but May's more likely.

PREVIEWER: Joel Snape

OUT: MAY | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** KONAMI EUROPE | **PUBLISHER:** KONAMI | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01895 470503 | **PLAYERS:** 1

He's On Fire!

And not in the good *NBA Jam* way, either. It'll take more than flame retardant trousers and a damp teatowel to tackle this.

▲ Door buckling? Don't just hoof it in – you'll probably cause a backdraught.

▲ Watch out for hotspots and chemical kit – it might reignite once you've left it.

▲ Don't squirt water at an electrical fire unless you're wearing *big* rubber boots.

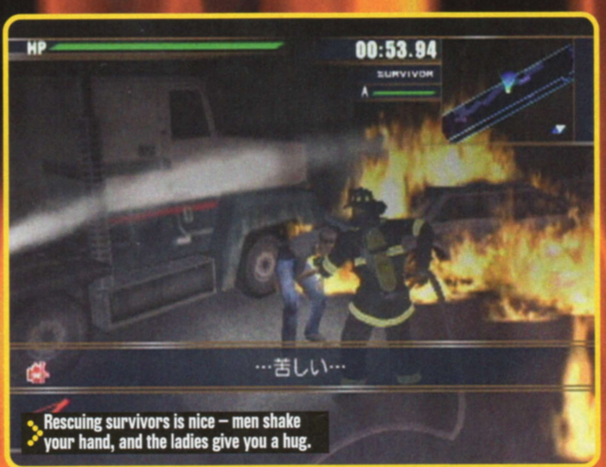
FireFighter FD:18

Safety tip 1: never put water on a fat fire – it'll take your face off...

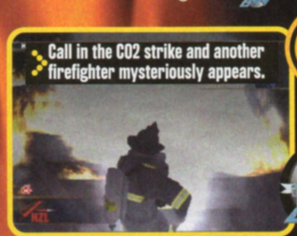
Lighting fires – Will Young sings about it, Ray Mears is brilliant at it, and practically every first-person shooter encourages you to do it. But apart from arcade water-squirter *Brave Firefighters* and the fire-engine bits in *GTA*, putting out fires is much less popular. Konami Europe are about to remedy that.

FD:18 starts with you in the role of Dean McGregor, a firefighter on the trail of a serial arsonist. Apart from a magic hose (it never runs out, or gets snagged on furniture), you've got an axe (for smashing doors), some CO2 canisters (for persistent flames) and a pair of big gloves (for hugging lady survivors). Later missions add variety as you're forced to battle blazes with portable extinguishers and gauge the safety of your surroundings, with collapsing walkways proving a constant hazard.

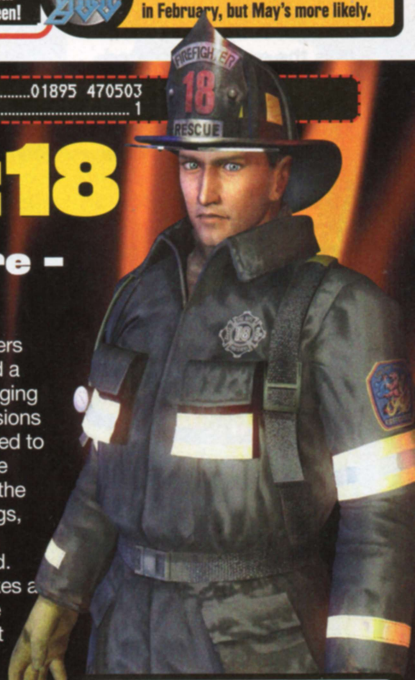
So far, *FireFighter* makes a change from *shooting* fire extinguishers. It might get a bit repetitive – despite the promise of special 'fiery' bosses, you're always going to be shooting at orange flickery things – but we'll see. And, hey, look on the bright side – no Will Young.



Rescuing survivors is nice – men shake your hand, and the ladies give you a hug.



Call in the CO2 strike and another firefighter mysteriously appears.



GOOD COP BAD COP

Interesting idea, nice flame effects – and it's nice to be helping other people rather than shooting them for a change.

Even 'boss' fires and kicking down doors can't stop it getting a bit repetitive. And strafing with a hose is slooooow.

WHERE IT'S AT

Some of the levels aren't quite working properly – but it's well on course for release.

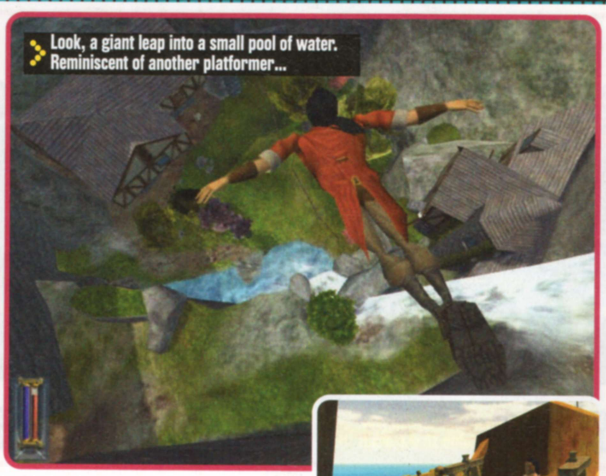
PREVIEWER: Joel Snape

OUT: APRIL | **FORMAT:** XB | **PRICE:** £40 | **DEVELOPER:** CONFOUNDING FACTOR | **PUBLISHER:** SCI | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 020 7585 3308 | **PLAYERS:** 1

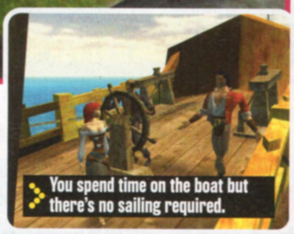
PREVIEWER

Dave Harrison

Here's Captain Rhama – strong of chin but remarkably spindly of legs.



Look, a giant leap into a small pool of water. Reminiscent of another platformer...



You spend time on the boat but there's no sailing required.

Galleon

▲ The character design is very distinctive. While many games attempt too much realism, *Galleon* just goes for style.

▲ All the cutscenes use the same game engine but are very sophisticated. The animation, particularly the lip synching, give the game that interactive cartoon feel,

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

A fresh start and a new hero for the brains behind Lara. And also an intriguing approach to the platformer...

Remember *Galleon*? This is the game that Toby Gard went off to make after he left Core Design. Toby Gard? Well he's the guy that created Lara Croft. Lara Croft? Big lass, famous in the nineties.

The reason why there's so much mystery surrounding *Galleon* is that we've known about it for ages. We actually knew about *Galleon* before we were aware of the Xbox. Woah, crazy! But this is no *Malice*-style tale of constant slippage, this is all to do with Toby taking his time. That and the fact there's only been a team of seven working on it. That's what we've been told – seven people! Which is quite remarkable when you see the game, as this is admirable stuff – the graphics, the handling, the sheer scale are all extremely impressive.

Softography

These guys have also made...

It's their first game, but as we've mentioned, Toby Gard worked on the first *Tomb Raider* and that didn't do too badly...

DRAMA RHAMA

The game centres on Captain Rhama, an explorer in the Sinbad mode, whose latest thigh-slapping adventure involves fighting bad guys with green hair on different islands. This isn't a sailing game though, and it has nothing to do with pirate activity; this is platforming, puzzles and combat – your standard action game fare.

What is far from standard is the way these aspects are treated, especially the platforming, as rather than busying the gamer by forcing them to interact with every obstacle, *Galleon* just leaves the highlights – the huge jumps, the extreme climbing, the daft dives – up to the player. All the knee-high mounds, the tight walkways, are all sorted out by the wonderfully animated Rhama. This is a game that gives the hero credit for being able to put one foot in front of the other.

> **...we actually knew about Galleon before we were aware of the Xbox..**

It may have taken its time, but this is a game that feels fresh as a sea breeze and proves that Toby Gard really knows his platformers.

Block Rockin'

The combat uses an elaborate combo system that doesn't allow the scrapping to become too one-dimensional. Throughout the game Rhama will learn various ways of attacking, which will come into use when the opponents get wise to your old approach. Use one move too often and it will be easily blocked.

▲ In the world of *Galleon* most of the characters are skilled in a martial art that also allows them to climb well.

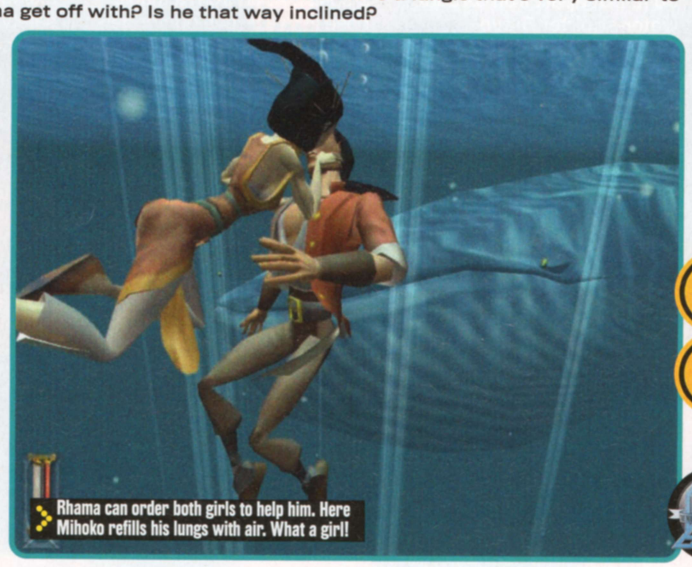
▲ Just like all good sea adventures, there are fantastical enemies to fight including Harryhausen-esque skeletons.

Waving, Not Drowning

Rhama elicits help from two fair maidens on his journey. First up there's Faith – fresh-face and firey – then there's Mihoko – the kung-fu-trained girl of action. The relationship between the three creates a bizarre love triangle that's very similar to the dynamic you get in most Elvis films. Who will Rhama get off with? Is he that way inclined?

▲ Ahhh Faith. As cute as a Scarlett Johanssen.

◀ Mihoko is a highly trained martial artist.



Rhama can order both girls to help him. Here Mihoko refills his lungs with air. What a girl!

GOOD COP > BAD COP

Really impressive. Huge levels, entertaining characters and sensible, accommodating gameplay.

In a time when the biggest-selling action games feature covert operatives, will anyone care for a swashbuckler?

WHERE IT'S AT

The code was still a bit away from being complete. Might be a couple of months before we can review.

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whatever turns you on!

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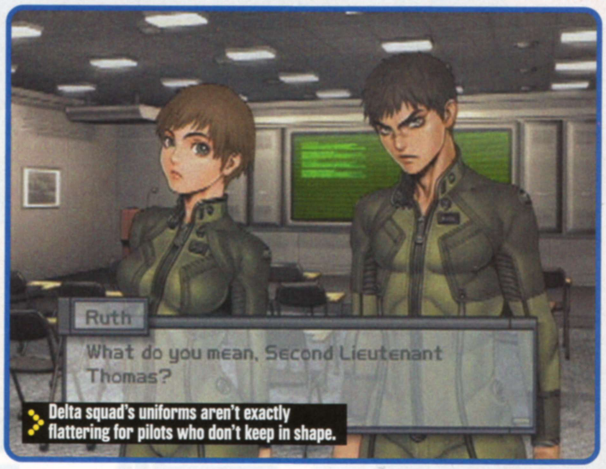
OUT: APRIL | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** KONAMI | **PUBLISHER:** KONAMI | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01895 470503 | **PLAYERS:** 1

Get ready to chase some very small planes through a lot of blank sky – it's 'modern' air war, y'see.



Delta squad's uniforms aren't exactly flattering for pilots who don't keep in shape.

▲ The early warning system goes mental if you're less than a mile off the ground. Grrr.

▲ Happily enough, all your cocky co-pilots get shot down eventually.

Deadly Skies 3

Fancy flying, stroppy pilots, **six-packs a-go-go** and a bloke with a moustache...

Okay, so we've had *Lethal Skies*, *Savage Skies*, *Crimson Skies* and *Sky Odyssey* – it's getting difficult to tell them apart. Which one's *Deadly Skies*? Easy – it's the one with 130 planes and sexy pilots.

You play as various members of Delta Squadron, an elite flying team known for their constant tantrums and figure-hugging uniforms. In between missions, you chat in the lunch room, buy new kit and argue with the other pilots. During missions, you shoot down planes from miles away, blow loads of stuff up and argue with other pilots. If that all sounds a bit repetitive, it's rescued by the tons of stuff you can do with the cash you earn for wasting enemy Migs – special weapons, licensed planes and posh paint-jobs are your reward for precision flying. Chocks away, then – and just make sure you don't get it mixed up with *Skies Of Arcadia*.

The in-cockpit view isn't much help for avoiding incoming fire.

You're very limited on missiles – don't go mental on the trigger.

GOOD COP BAD COP

130 planes from WW2 twin-props right up to F-15s and the Gradius Vic Viper make it exciting for aeronautical buffs.

Lock on, shoot, repeat – there isn't much in the way of proper dogfighting. And the ground's a bit featureless.

WHERE IT'S AT

As close to finished as it gets – it's unlikely Konami'll be fixing the background scenery before April.

PREVIEWER: Joel Snape

OUT: MARCH | **FORMAT:** PC | **PRICE:** £40 | **DEVELOPER:** CRYTEK | **PUBLISHER:** UBISOFT | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01932 838230 | **PLAYERS:** 1-16 (ONLINE)

Day in the Sun

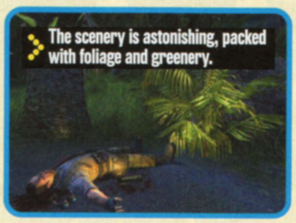
Far Cry's main claim to fame might be that it's the sunniest FPS ever made, but there's more to it than that – much more.

▲ Enemy soldiers attack en masse and genuinely use tactics to outwit you.

▲ You can drive around in jeeps but there are boats and even hang gliders too.

▲ Here's one of the multiplayer maps. Note the vehicles, ready for use.

PREVIEWER: Jes Bickham


The scenery is astonishing, packed with foliage and greenery.

There's something funny going on involving a proper mad scientist.

Far Cry

Relax on the beach, **get shot at** by gits with guns – it's not your **average holiday...**

There's just no getting away from a sordid life of violence and gunplay. Take Jack Carver, a man who's trying his best to forget a shady past by running a boat charter company in lovely Micronesia. It's just not that simple, Jack, especially when your latest client is getting you shot at by mercenaries.

This all sets the scene for some PC-based first-person shooting in gorgeous tropical surroundings. And we do mean gorgeous – *Far Cry* is the very definition of the word, with an incredible amount of detail as far as the eye can see. The gameplay is no less impressive, with piles of *Halo*-esque vehicles to drive, gadgets to use (such as binoculars, which also, perhaps rather unfeasibly, let you listen in to distant conversations) and, of course, guns to shoot with.

Even in the year of *Doom 3* and *Half Life 2*, *Far Cry* is something special. We'll have more soon.

Look at it. Lovely, eh? You can even get in that boat and go for a pootle. Lush.

▲ Now that's one rusty chair. It'll be the sea air, you know. Murder on metal, it is.

GOOD COP BAD COP

Looks astonishing and the plot rips off *The Island Of Dr. Moreau*. There's a vast area to explore.

You're going to need a real beast of a PC to play it. All that detail comes at a price...

WHERE IT'S AT

Still riddled with bugs but it's shaping up. With fingers crossed, we expect to review it next month.

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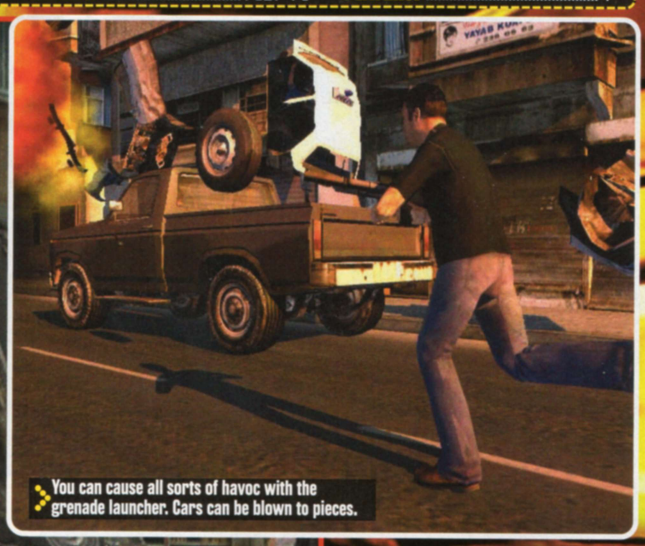
UBISOFT

OUT: 1ST JUNE
FORMAT: XB
PRICE: £40
DEVELOPER: REFLECTIONS
PUBLISHER: ATARI
SPECIAL FEATURES: NONE
OTHER FORMATS: PS2, PC
CALL: 020 8222 9700
PLAYERS: 1

PREVIEWER

Kath Brice

The cops are as aggressive and persistent as ever, with your on-screen map flashing red when you've got a tail.



You can cause all sorts of havoc with the grenade launcher. Cars can be blown to pieces.

▲ Each of the three cities – Nice, Miami and Istanbul – are completely different. They're huge – in Nice, you're surrounded by mountains that you can drive up.

Driver 3

Factpack
The stuff you need to know...

Missions	30+
Vehicles	70+
Cities	3
Weapons	8

EST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

The long wait's been **driving us mad,** but *GM* **finally gets hands-on** with the most **cinematic of crime sims...**

It's taken longer to arrive than the end of that car chase in *Matrix: Reloaded*, but finally we got to play *Driver 3* for ourselves this month at an exclusive event held by Atari. And as well as getting to play the game, the founder and MD of developers Reflections, Martin Edmondson, was on hand to answer our eager questions.

The first one being, of course, why should we be getting excited about *Driver 3* at all when the likes of *Grand Theft Auto* and *The Getaway* have pretty much perfected the genre on the next-gen consoles during *Driver*'s long absence?

CAR-NAGE

Edmondson tells us: "The original concept behind *Driver* has never been copied. *Vice City* is a great game, but it's not a car chase simulation. *Driver 3* is about car chases, car action, car smashes, damage and destruction."

Indeed. Our first few minutes on the game contained plenty of spectacular smashes. And because the PS2 and Xbox can do so much more, graphically, than the PSone could all those years ago, everything looks incredibly cinematic.

> "...*Driver 3* has been **deliberately made** to feel like the **original** games..."

However, despite a face-lift that makes it near unrecognisable to look at, *Driver 3* has been deliberately made to feel like the original games, and indeed like *Stuntman*. Edmondson says: "We didn't want to change too much. We wanted to really stay true to the spirit of the original." And it all is remarkably similar to before. The same driving games – Getaway, Chase and Survivor – the same undercover mode and the same unmistakable handling on the cars. The only thing that has changed is that Tanner is now armed and can shoot down enemies.

Edmondson admits: "People have said, why don't you keep it the same and have Tanner in the car? But there's only so much you can do in a mission-based driving game. And you can't have him running around without being able to do anything either, because *Driver* has always been about realism."

It's up against some tough competition, but *Driver 3* looks more than up to taking it on. And could well come out the most stylish, at least, of the lot.

A Tanner in the Works

Tanner has himself a nice little apartment in the city, complete with swimming pool (the swanky git). You can return to the apartment at any point in the game to save, store cars and get missions. Unlike the first *Driver*, there are no branching missions. But there are several ways to get through each mission. In a restaurant mission that we played, you could either go on foot through the side entrance and take the gunmen by surprise or smash through the front window in a car, taking out several of them along the way.

Softography
These guys have also made...

Driver	93%
Driver 2	92%
Destruction Derby 2	90%
Stuntman	82%

▲ Crashes are amazingly cinematic. You can run people down – hooray – although *Driver 3* doesn't actually feature copious amounts of blood.

Take a Drive

Driver 3 has a wider assortment of vehicles than ever, including articulated lorries, speedboats and motorbikes, which handle and are controlled very differently to the cars.

▲ There are fast sporty cars and less speedy trucks and vans. You can get out of your car and nick someone else's whenever you like.

◀ On motorbikes you can shift your weight to pull off wheelies and endos.

▲ As before, cops can ram your car until it's undriveable.

Gun-ho

In *Driver 3*, for the first time Tanner has guns and can get out of his car and shoot whoever he likes. His basic weapon, the automatic gun, has unlimited ammo, but he can also pick up other guns and appropriate ammo from slain enemies. The Grenade Launcher is the weapon that causes ultimate destruction – a well-placed grenade can blow several cars into pieces.

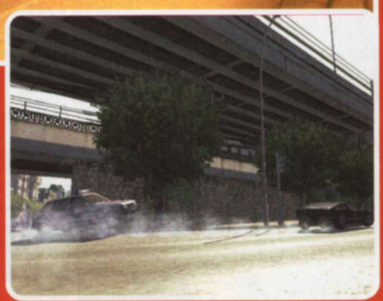
▲ You can change from a third- to first-person view at the touch of a button.

▲ People inside cars can be shot. Bullets shatter windows and leave bullet holes.

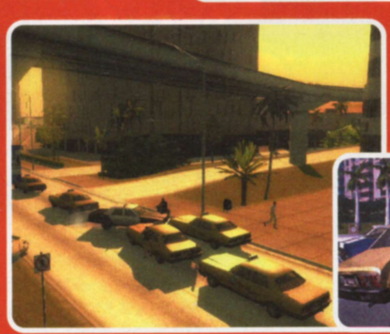
Lights, Camera, Explosions

The *Driver* series is all about the car chases. And of course, you'll want to play back your most spectacular smash-ups, so you can enter Film Director mode.

▲ You can place a stationary camera wherever you like and choose how much to zoom in.



▶ Record your best police chases, then you can edit them on the time line, choosing how to view what.



◀ Cameras can be plonked in buildings and attached to cars.

▼ Writing your car off makes a top video clip.

Breaking Up Isn't Hard to Do

Car damage depends on where you hit them. Body damage like a lost bonnet or wing has little effect on handling, but if you damage the engine or wheels, you'll have a tough time.

All the vehicles are modelled perfectly, with a huge amount of attention to detail.

Going Undercover

Taking inspiration from films like *Pulp Fiction*, *Driver 3*'s plot is a big part of the game. Reflections have used big Hollywood names, like Michael Madsen for Tanner himself.

◀ Tanner's going undercover to try to infiltrate a global car theft ring. He needs to find the person in charge.

▶ The plot is told using lovely-looking rendered cutscenes between each mission.

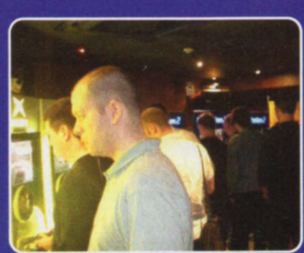
First Impressions

The Look of Petrolhead Love

Everything about *Driver 3*'s presentation is quality. It's the thing that immediately stands out when you see it. From the menus and opening cutscene (which starts off showing Tanner flatlining in hosipital, then takes you back six months to where it all began) to the in-game graphics, it looks stunning.

More than 70 different vehicles are included – lorries and speedboats as well as cars and motorbikes. As in the original games, everything handles on the slippery side, allowing you to pull off major slides and handbrake turns easily. There's also a superb amount of attention to detail. For instance, crashing causes realistic damage – wings, the bonnet, wheels, they all fly off until you're left with a near-useless shell of a vehicle.

Only five missions were up and running for us to play and all are still some way from completion. While the cities and car models are complete, the AI and character animation still need some work. And with the missions still unbalanced, it's hard to tell exactly what they'll be like to play. Providing all of this is improved to the standard of the rest of the game, *Driver 3* will be superb. We'll just have to wait and see.



GOOD COP BAD COP

It looks great and the vehicle handling is spot on for the game. There are loads of cool touches and attention to detail.

Gameplay-wise, it's not evolving the series massively. It's possible more time has been spent getting it looking right.

WHERE IT'S AT

June is the current release date, but we reckon Reflections are going to have to work hard to get it out then.

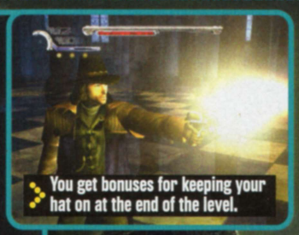
OUT: MAY

FORMAT: PS2 | **PRICE:** £30 | **DEVELOPER:** SAFFIRE STUDIOS | **PUBLISHER:** VIVENDI | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XBOX | **CALL:** 0118 920 9100 | **PLAYERS:** 1

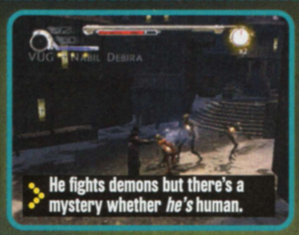
PREVIEWER

Dave Harrison

Here's the Jackman bristling with bristles and evil-bashing intent.



You get bonuses for keeping your hat on at the end of the level.



He fights demons but there's a mystery whether *he's* human.

Van Helsing is small on the screen but moves very sweetly.

▲ The grappling hook can be used to puncture a hole in opponents so they can then be flung around.

Just like *Devil May Cry*, the game is punctuated by a series of boss battles.

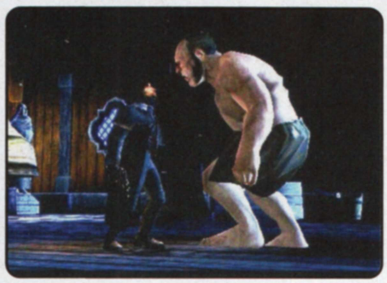
Van Helsing

EST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE!

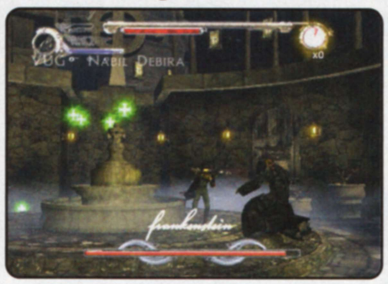
He's up against the worst that **Gothic literature** can muster, but a **Van's gotta do** what a Van's gotta do...

The Monster Squad

All these great literary horror creations used to live together in the same house. That's absolutely true.



▲ This giant baby is actually Mr Hyde and the game begins with big dust-up between him and Van Helsing.



▲ Frankenstein's monster pops up at various points during the game. Here he's wearing a giant bathrobe.

▲ She's just a Devil Woman with evil on her mind. Not too sure this lass is from a book, but she'll kick your ass!

Exorcise Machine

Van Morrison is tooled up for every possible combat scenario. There's twin pistols, shotguns and crossbows for long range battles; a grapple hook to chuck opposition around (which of course can be used like a normal grapple hook to reach high places)and a couple of Tojo blades if the hell beasts get a bit too close.

▲ This is the electric gun, which fires a pulse of electricity at bad guys. Very powerful but can't be used while jumping.

▲ Van Helsing can also use Holy Water to shove down the throats of his foes and make them light up like a Christmas tree.

If there is a game with a more star-studded, galactico line-up of horror than this Vivendi game then we'd like to see it. It's like the Real Madrid of terror as they've pitted together the combined evil of Frankenstein's Monster, Mr Hyde of 'Dr. Jekyll and' fame, The Wolf Man and Lord of the Jungle himself, Count Dracula. And the only man who can face this gothic gang and only come away with a slight shoeing is of course Van Helsing – the legendary demon-hunter and stake-lover.

Usually in the world of film Van Helsing is represented as a man of science, often wearing specs and played by a mature actor; a Peter Cushing or an Anthony Hopkins. But this summer sees the release of a brand new Van Helsing movie, with Hugh Jackman (Wolverine from the *X-Men* films) taking on the vamp-dusting. So instead of fending off vampires with a crucifix and a few harsh words, Van the Man kicks ass as a gun-toting ninja!

> "...Instead of **fending off** vampires with a **crucifix,** Van the Man **kicks ass...**"

Softography

These guys have also made...

Lego Bionicle 69%
The Justice League: Injustice For All .84%
Hot Wheels: Velocity X.....68%

COPY CAT

Reflecting this move to the John Woo school of demon-hunting, Saffire Studios have created a straight action game that bears more than a passing resemblance to *Devil May Cry*. From the double gun spins to the rendered backgrounds, this apes the Capcom game so much, it's in danger of swinging from the trees.

But originality is not necessary a prerequisite to having fun. Especially when this Van Helsing can bounce round the scenery, splatter the undead with seven different weapons (including a Gatling gun) and even manage to make that Countryside Alliance hat-and-mac combo look natty.

This is gaming at its most direct and formulaic, but as many other film spin-offs are complete pump we'll gladly take Van de Velk and his demon-blasting.

The game takes place in Transylvania – home, of course, of the Cheeky Girls.

GOOD COP BAD COP

A whole lot better than many other film spin-offs. They've chosen the right game to crib from.

In the code we played every bad guy, even the weakest, took a fair amount of beating to defeat.

WHERE IT'S AT

Cleverly the release is being timed to coincide with the release of the film. Now that's smart.

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OUT: 12TH MAY | **FORMAT:** XB | **PRICE:** £40 | **DEVELOPER:** TECMO | **PUBLISHER:** TECMO | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CONTACT:** WWW.TECMOINC.COM | **PLAYERS:** 1

PREVIEWER

Jes Bickham

The Vigoorian Flail in action. It's quite an impressive piece of kit, and no mistake.

And off goes his head! Shocking, but he probably deserved it, as he was trying to kill us.

▲ Evil enemy samurai types ambush you at every opportunity. It's best to simply chop their heads off and be done with it, really.

▲ It might look pretty, but *Ninja Gaiden* isn't for those with easily unsettled stomachs, as it's a bit free and easy with the old claret.

Ninja Gaiden

TEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

Just like Lionel Ritchie, you can now **dance on the ceiling,** if by dance you mean **slaughter evil ninjas...**

It's always nice to be surprised, unless it's by the taxman or an open manhole. And although *Ninja Gaiden* has always looked good, actually sitting down and playing the game this month has nonetheless been a spectacularly pleasant surprise indeed.

Put simply, it looks brilliant, and not since *Prince of Persia* have we seen a game so given to great gravity-defying action.

Softography

These guys have also made...

Project Zero	86%
DOA Xtreme Beach Volleyball	46%
Project Zero XB	82%

SPORTING HERO

Playing as a ninja – one Rya Hayabusa – you'd expect to be able to do many things mere mortals can't, but the degree of physical freedom *Ninja Gaiden* gives you is simply dizzying. If a gap's too large to jump over, you can simply run along the wall to your side to span the gap. Similarly, you can sprint a short way vertically up a sheer cliff-face, before jumping upwards to hang with your fingertips off a ledge above. You can also catapult yourself backwards at the top of your climb to reach a platform behind, wall-jump like Mario, if Mario were a black-clad assassin, and... well, you get the idea. You can do a lot and it's all beautifully executed.

Otherwise, the game is all about hacking down hordes of enemies, and combined with this freedom of movement, combat is exhilaratingly intense and gymnastic. Rya automatically locks on to the nearest enemy and you've got a wide range of attacks at your disposal – you can even fling shurikens. And it's all very bloody too, with decapitations aplenty and liberal buckets of ketchup splurting forth.

...if a gap's too large to jump over you can run along the wall to your side...

Plainly, *Ninja Gaiden* is looking set to be gaming of the very highest order. We've got some issues with the slightly wayward camera at the moment, but otherwise it's top-notch stuff.

First Blade

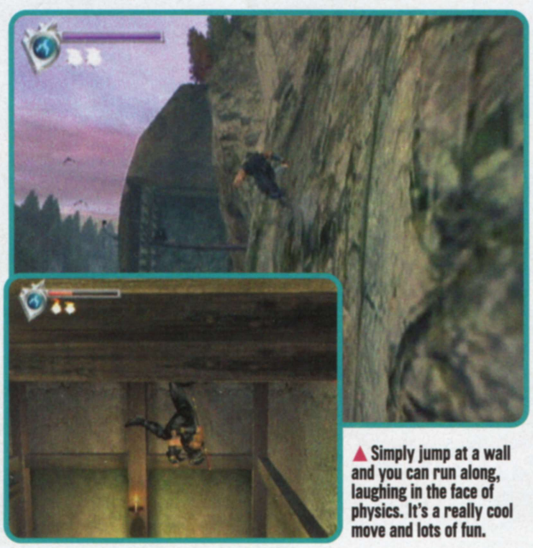
Ninja Gaiden offers you a variety of styles of fighting, as it gives you a choice of weapons to use. From the True Dragon Sword – your default katana – to the vicious Vigoorian Flail (a bit like giant nunchukas with hooting great blades attached). Slice enemies in the manner of your choice. Lovely.

▲ This is the Dabilahro – an immense 100-pound sword that chops and smashes bad guys into bloody gobbets.

▲ You've also got ranged weapons up your sleeve, such as this bow. You can fire it from a first-person view, handily.

It's A Wall Order

Ninja Gaiden allows you to do an incredible amount of gymnastic gravity-defying jumps and flips. Fighting in the game isn't just about getting your sword out and chopping enemies to bits, you can use the surroundings to your advantage, and sheer walls pose no obstacle to exploration...



▲ Simply jump at a wall and you can run along, laughing in the face of physics. It's a really cool move and lots of fun.

Naturally, our ninja chum can do all sorts – he can use poles such as this to swing himself over gaps.

GOOD COP BAD COP

Astonishingly agile, this is hardcore chopsocky with a real sense of grace and athleticism.

The camera ain't too hot. It can't quite keep up with the action and tends to hide behind scenery, which is annoying.

WHERE IT'S AT

We've only seen a small portion of the game but it's very polished. It's out in May so expect a review soon...

•FROM THE CREATORS OF FINAL FANTASY•

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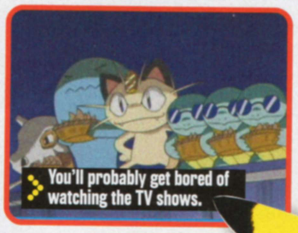
OUT: NOW (JAP/US) AUTUMN (UK) | FORMAT: GC | PRICE: £40 | DEVELOPER: NINTENDO | PUBLISHER: NINTENDO | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01932 895390 | PLAYERS: 1

PREVIEWER

Jes Bickham

Older gamers might be better off sticking with *Grand Theft Auto*, unless cute little monsters are their 'thang'.



You'll probably get bored of watching the TV shows.

Anyone who's played *Hey You, Pikachu!* will be right at home.

Apparently *Channel* links up with *Fire Red* and *Leaf Green* – how?

▲ There are tons of wild pokémon to root out, and you can even get on a bus to explore.

▲ At first you'll want to explore your room – but the wild blue yonder beckons. Pikachu might be sickeningly cute but we still love him, the little yellow rat.

Pokémon Channel

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

Now you can **make your pokémon watch telly** as well as fight. When will **the madness end?**

***Pokémon Channel*, it would be safe to say, is very odd indeed. Odder, even, than capturing little monsters in balls and making them fight for your own sick pleasure.**

It's not a regular *Pokémon* game, that's for sure. The closest reference point would have to be the tooth-rottingly saccharine dayglo antics of *Hey You, Pikachu!* on the N64. The game was never released over here but Japanese gamers, via a headset and some primitive voice-recognition software, had the pleasure of trying to keep the yellow mouse happy by barking instructions at him.

Softography

These guys have also made...

Pokémon Snap	82%
Pokémon Stadium	88%
Pokémon Ruby/Sapphire	85%
Pokémon Pinball	88%

SQUARE EYES

Pokémon Channel is a bit like that, but without the voice-recognition. Instead, you've got a little hand icon to move around, which enables you to get Pikachu to interact with the environment, inspect things and generally be active. The aim is to entertain Pikachu with *Pokémon*-based TV shows from Professor Oak, so you'll be spending a lot of time watching cartoons. You can take screenshots from each programme and paint over them, and Pikachu will learn tricks from the programmes, plus there are trivia quizzes and the option to go outside and visit other towns to track down wild pokémon.

▲ You can earn money with which to buy stuff from the shopping channel. Nice.

▲ Meowth is the reporter for the news channel, presumably because he can speak.

Plainly, *Pokémon Channel* is one for the younger gamer. There's no real aim other than keeping Pikachu happy and content, and from what we've seen the cartoons – aside from the excellent *Pichu Bros* – aren't terribly exciting. But there's a lot to be said for keeping your virtual Pika amused, and his repertoire of reactions and expressions are undeniably endearing. We'll know if *Channel* has the depth to keep pokémaniacs amused in the long term when we review the UK version of the game later in the year.

...there's no real aim other than keeping Pikachu happy...

Goggle Box

Much of *Pokémon Channel*, as might be expected, is about watching television, so you'll be watching it too. Most programmes offer snippets of info about the various 'mon, which won't really tell pokémaniacs anything new, and there are all manner of shows, from shopping to exercise to a dedicated news channel. Crazy!

▲ Here Pikachu attempts to get one of his friends addicted to the evils of television. He's a bad influence, that one.

▲ If you're fed up of telly, why not get some fresh air and make a snowmon?

Where The Wild Things Are

Pokémon Channel isn't all about watching TV, although Pikachu gets quite annoyed if you turn it off (he'll get square eyes, the little yellow scamp. Kids today, eh?). You can venture outside and explore your surroundings to track down wild pokémon, an activity that garners its own rewards.

Complete tasks and other pokémon will give collectable 'Nicecards'.

Wild pokémon offer minigames, like this target practice.

GOOD COP BAD COP

Pikachu's behaviour and personality are endearing, and getting him to interact with his surroundings is good, clean fun.

This is really, *really* simple stuff and unlikely to keep anyone over 12 engrossed for any length of time.

WHERE IT'S AT

It's out in Japan and America, we're just waiting for a firm release date for the PAL version from Nintendo.

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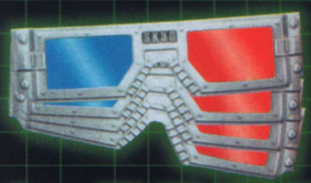

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OUT: JULY | **FORMAT:** PS2 | **PRICE:** TBC | **DEVELOPER:** CAPCOM | **PUBLISHER:** CAPCOM | **SPECIAL FEATURES:** ONLINE | **OTHER FORMATS:** NONE | **CALL:** 0208 846 2550 | **PLAYERS:** 1-4

PREVIEWER

Dave Harrison

Here's the type of monster you'll be hunting. Yer see why it's a multiplayer game now.

Here's the village store where it's time to equip.

Players can choose the appearance and sex of their character.

See that fridge-sized thing on his back – that's his sword!

Monster Hunter

TEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE!

There's no 'i' in 'team'. And there's no 'i' in '*Monster Hunter*' either. Coincidence? We think not...

A Lance and Arms Strong

You can create a character's appearance from scratch, but what really defines them is their choice of weapon.

One weapon choice is the gun, which is heavy but has several different shots, even ones that heal other players.

If you take a melee weapon the game plays just like a hack-and-slash action game. You're the grunt of the party.

Now that's what you want, a huge lance. No horse to carry you around, just a huge long spiky pole.

Teamwork is a beautiful thing. Whether it's in sport or in the workplace, there's nothing more pleasing than seeing individuals working together as one force to achieve a common goal. The selflessness, the trusting in other's efforts, the opportunity to high-five at the end – it's just such a positive vibe. Well, teamwork is what *Monster Hunter* is all about and the main reason why we're really excited about it. Well, that and the fact you get to hunt down and kill huge mutant dinosaurs.

Monster Hunter is set in a world where humans coexist with huge fantastical creatures. Some are big, lumbering and cow-like, others are more scaley, toothy and will take your face off. Using a small village as a hub, gamers enter this world and then set off on various expeditions that have different objectives but always involve facing off against the indigenous wildlife.

...you can have three other gamers in your party for strategic flexibility...

TEAM WORKS

Where the teamwork comes in is that you're not alone. Thanks to the wonder that is PS2 online, you can have three other gamers in your party, which allows for some strategic flexibility. For instance, a couple of you could build and set a trap while the other two act as bait to lure the prey right into it. All it takes is a little imagination and some mutual respect and you'll be stuffing and mounting in no time.

The game also has a strong RPG element to it, but it's not your character that develops. Instead it's your weapons, armour and equipment that can be upgraded either by earning money and spending it in the village or by using the skins and bones of the dead creatures.

This is a very intriguing game that is rich in detail, ideas and, importantly ambition. All we need now is the confirmation that it will be online in the UK. It's playable as a one-player game, but somehow we don't think that's the point.

One drawback is that you have to start from the village every time you die.

Softography

These guys have also made...

Heavy Metal Geomatrix	67%
Breath of Fire 2	83%
Everblue	25%
Capcom Vs SNK Pro	72%

Local People

When you're not hunting monsters it's time to chill out in the village, which not only acts as a lobby for online players but also as a place to upgrade weapons and equipment. First you need money, though, which can be earned by going out on fishing trips or taking a trip to mine for ore. All it takes is some hard graft and a little initiative.

Here's where the hunters hang out, discuss uses of monster bones in fashion, and try to get a team together.

The hunters can take on a variety of missions such as stealing eggs, protecting villages or plain killing.

GOOD COP BAD COP

Fantastic premise that will hopefully create a brave new world of online teamwork and co-operation.

As we've seen with *Resi Outbreak*, there's no guarantee that this will be playable online in the UK.

WHERE IT'S AT

It's still covered in Japanese and a fair way from being complete. We'll be watching its progress carefully.

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Talking helps it stop. FULL STOP.
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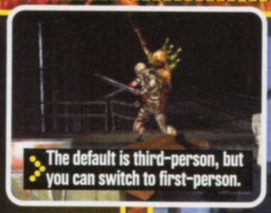
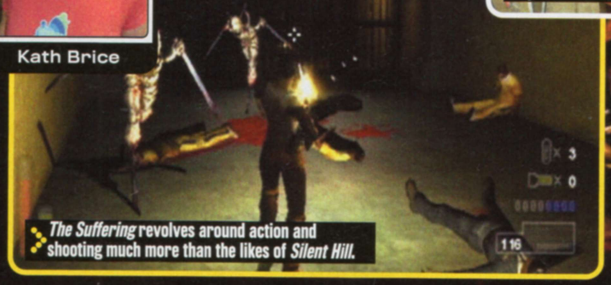
OUT: 6TH APRIL | **FORMAT:** PS2 | **PRICE:** £30 | **DEVELOPER:** MIDWAY | **PUBLISHER:** MIDWAY | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XB | **CALL:** 020 7938 4488 | **PLAYERS:** 1

PREVIEWER

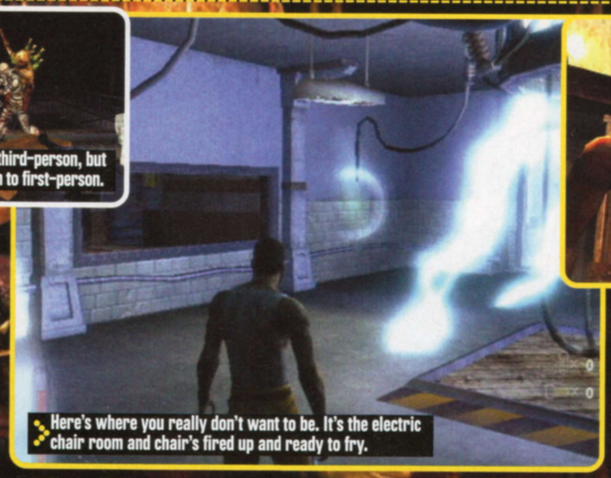
Kath Brice



The default is third-person, but you can switch to first-person.



The Suffering revolves around action and shooting much more than the likes of *Silent Hill*.



Here's where you really don't want to be. It's the electric chair room and chair's fired up and ready to fry.

Eurgh. The people featured in cutscenes often meet sticky ends.

There are different types of monster – these try to stick syringes in your face.

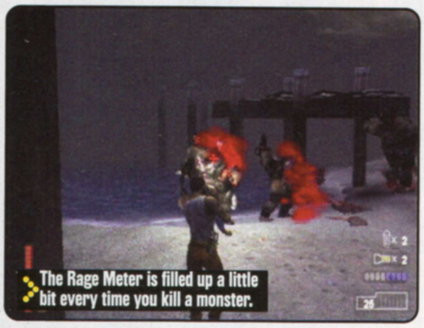
The Suffering

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

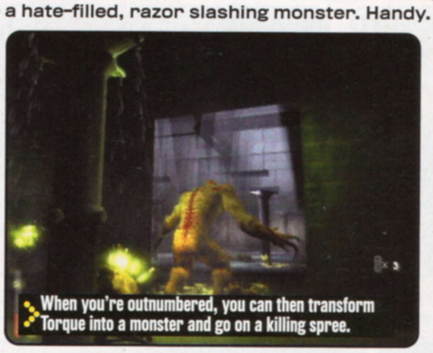
One minute you're facing the electric chair, the next you're being chased by monsters. It's a tough old life...

Cage the Rage

Fill up Torque's Rage Meter and he turns into a hate-filled, razor slashing monster. Handy.



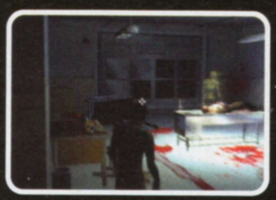
The Rage Meter is filled up a little bit every time you kill a monster.



When you're outnumbered, you can then transform Torque into a monster and go on a killing spree.

Demon Vision

Torque experiences flashbacks and visions. You're never entirely sure if the horror you can see is real or just an apparition. You also talk to various ghostly characters along the way who reveal things about your character (and whether he really is guilty of what he's been sentenced to death for).



Just when you enter the room and get ready to shoot this monster, it disappears, and so does its victim.

Ah – it's your girlfriend. She's come to say hello, blissfully unaware of what's lurking behind her.

The clue's in the title – *The Suffering* is one sick game. It's like reading the book *American Psycho*, then a few copies of *Bizarre* magazine back to back. Afterwards you feel like giving yourself a good scrub in the shower and doing something nice for an old lady just so you feel normal again.

In the game, you play as a prisoner called Torque. Torque is in the unfortunate position of being next in line for execution. That is, until he finds himself in the even more unfortunate position of being inadvertently freed from his cell by hordes of razor-clawed monsters. He also discovers he has a new talent – when

> "...when he's **angry** he turns into **a monster** with **Freddy Krueger** hands..."

he's angry, he turns into a monster himself, complete with Freddy Krueger hands. Considering his predicament, it's probably better than finding out he's a natural at playing the French horn.

Softography

These guys have also made...

Gauntlet Dark Legacy	63%
Spy Hunter	80%
Dr Muto	74%
Roadkill	56%

KILLING TIME

The prison setting is suitably horrific. Especially as this one contains all sorts of death-inducing equipment, including a gas chamber, lethal injection room and electric chair. And adding to the trauma of stumbling across decapitated bodies and monsters who jump out of pools of blood every few feet, are the visions that Torque keeps having. Images of blood-soaked faces and amputated limbs randomly pop onto the screen for a split second – it's disturbing to say the least.

Overall, it's like playing a cross between *Silent Hill* and *Max Payne* – there are puzzles to solve, but it's mainly about action, with your character eventually tooled up with all sorts of grenades and guns.

It's good stuff, but *The Suffering* isn't as polished as the likes of *Payne* at the moment. The visuals could be better, as could the controls. It's still perfectly playable though, especially if you like your games soaked in loads of gore.

You can look at the security monitors along the way. This here is the gas chamber. That there is a dead person stuck in it. Run!

GOOD COP BAD COP

Plenty of action and a good assortment of gruesome locations. Lots of truly jumpy moments that put *Silent Hill* to shame.

Not as subtle as *Silent Hill*. It's as though the makers have just chucked in as much gore as possible. Could be a bit short.

WHERE IT'S AT

It looks pretty near completion. All the levels are playable so we'd be surprised if it's not out in April.

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"Graphically Knights of the Temple impresses..."

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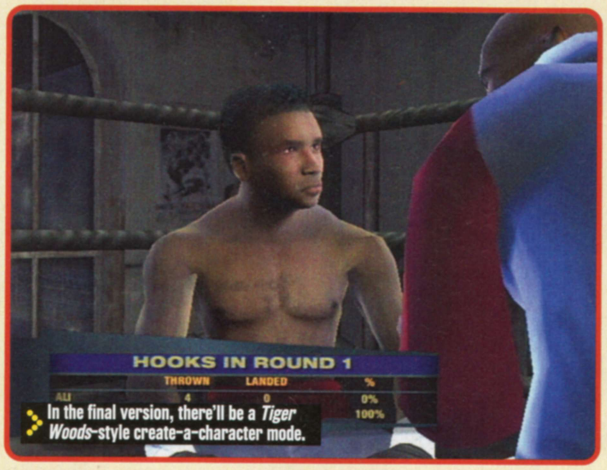
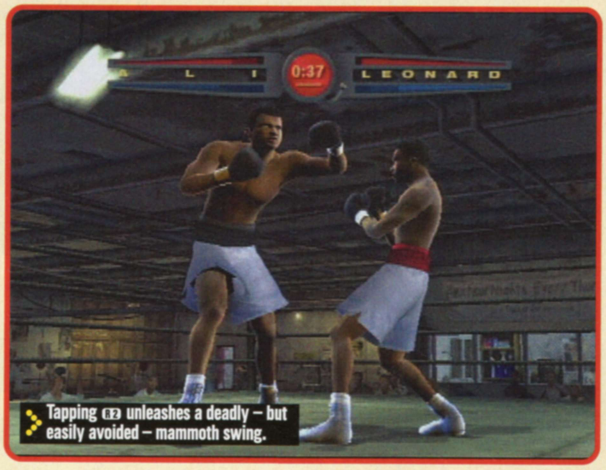
OUT: MAY | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** EA | **PUBLISHER:** EA | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XB | **CALL:** 01932 450000 | **PLAYERS:** 1-2



In the final version, there'll be a *Tiger Woods*-style create-a-character mode.



Tapping R2 unleashes a deadly – but easily avoided – mammoth swing.

▲ Hit R1, and you go for a headbutt. The ref's not going to stand for that...

▲ Left, down, twirl, and... ouch! The controls take a bit of mastering.

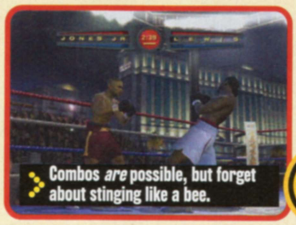
Fight Night

Stick and move! It's the **best boxing game** ever! Probably...

PREVIEWER: Joel Snape

Ah, boxing. Wonderful boxing. The smack of leather on head. The 'sweet science' of pummelling someone until their brain gives up. The sport of kings. No, wait – that's horse racing.

Anyway, the point is – if you're expecting a swingabout slugfest along the lines of *Rocky*, this probably isn't the game for you. It's all in the control system – instead of pummelling buttons, you tap the right analogue forward for a straight punch, twirl it from the side forwards for a hook, and spin it through a full 180° for an uppercut. Add in feints (just *nudging* the stick) and sways (holding R1), and you've got a control system that's slicker than Ali himself. Even recovering isn't the traditional button-mashery – you have to match wobbly versions of the ref's face to symbolise getting your muddled brain in gear. Looks like a knockout.


Combos *are* possible, but forget about stinging like a bee.

Must... focus – the ref gets fuzzier every time you get a knockdown.

GOOD COP

Interesting, fluid control system, polished visuals, commentary from DJ Big Tigger and 32 licensed pugilists.

BAD COP

Doesn't feel quite as intuitive as *Rocky*, and hasn't got Mr. T in it. Oh, and the replays aren't quite vicious enough.

WHERE IT'S AT

Even though Lennox has left the title vacant, the lineup looks fairly solid – oddly, there's no Vladimir Klitschko.

OUT: SPRING | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** TECMO | **PUBLISHER:** UBISOFT | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XB | **CALL:** 01932 838230 | **PLAYERS:** 1

Say Cheese...

Unfortunately, ghosts aren't that keen on posing for a portrait – even though it's the only way of laying their spirits to rest.

If the filament goes blue, there's a dormant ghost in the hizzy.

It's about getting the sights lined up with the ghost's core – if you can see it.

▲ Getting a 'fatal frame' relies on letting them get *very* close.

PREVIEWER: Joel Snape

Project Zero 2: Crimson Butterfly

Work it, baby... **you're an animal...** oh, wait... aaaargh! Another set of spooks won't **smile for the camera...**

Sections where you play through Mayu's eyes are in grain-o-vision.

Silent Hill? Oh, come on – one whack with a lead pipe, and those meatbeasts don't give you any trouble. _The Suffering_? Whatever – you've got a machine-gun. Nope, for genuine, jump-out-of-your-seat, new-trousers-please-nurse thrills, you can't beat _Project Zero_. It's just you against an entire village full of ghouls... with a camera.

Not just any camera, of course. For *Zero 2*, the ghost-trapping snapper's been tarted up with new lenses, offering functions like 'Blast' and 'Stun' for use against the trickier spirits. You'll need them, too – big chunks of the game rely on you looking after your twin sister Mayu as she bumbles around chasing the spooky butterflies from the title, so you can't just run away all the time. The plot? That'd be telling – but it's *something* to do with a town that's a bit too keen on successful 'rituals', explained through a combination of flashbacks, notes and eerie messages. Despite the lack of gore, it all adds up to one of the most tense and shocking games on PS2. Honestly, we'd feel a *lot* better if we had a machine gun...

Finding dormant ghosts is the easy way to earn upgrade points – just don't get 'em angry.

Leave the game alone, and a creepy lady-face appears. Erk.

GOOD COP

More genuine bounce-off-your-chair moments than *Ring*, with spooksome grainy visuals and eerie noises.

BAD COP

Even jazzy camera lenses can't stop the combat getting repetitive. And it might be just a shade *too* trouser-ruining.

WHERE IT'S AT

Already out in the US and Japan as *Fatal Frame 2*, and unlikely to change very much for the UK version.

PAINKILLER

HEAVEN'S GOT A HITMAN

The next best thing to a well-oiled stake-gun is an NVIDIA GeForce FX graphics processor. Painkiller's got old-school gameplay with the next-generation graphics you're itching for, so you need the right hardware.

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Single and Multi-Player

Advanced Physics (Havok™ 2.0)

"There is no doubt Painkiller is already on its way to becoming the biggest hit of 2004" Gamechronicles.com

"This is a serious contender for 2004's top FPS honors" Play Magazine

WWW.PAINKILLERGAME.COM

PC CD-ROM

XBOX

16+ www.pegi.info

PLAYS BEST ON ALIENWARE

POWERED BY gamespy

PEOPLE CAN FLY

DREAMCATCHER

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"From Hong Kong to San Francisco, I've never been punched in so many places."
RR, Glasgow
"I felt so like I was Jet Li that I woke up the next day and roundhouse kicked my alarm clock."
Finbar McManus, Halifax.
JET LI
RISE TO HONOUR
TM
THE ONE WHO IS MOST HONOURABLE IS ALSO THE MOST DEADLY.
fun, anyone?
PlayStation.2
www.risetohonour.com
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GamesMaster TIPS

THE HOTTEST TIPS FOR THE LATEST GAMES! • THE HOTTEST TIPS FOR THE LATEST GAMES! • THE HOTTEST TIPS FOR THE LATEST GAMES! • THE HOTTEST TIPS

CODE GIRL

I love spring! It's the time for lambs, love, days that turn out sunny but then piss it down, and of course squad-based first-person-shooters that are just begging to be torn apart by *GM* gaming experts. But not only have we got *SOCOM* smashed, we also have all the top tips from all the top titles, for all you top gamers.

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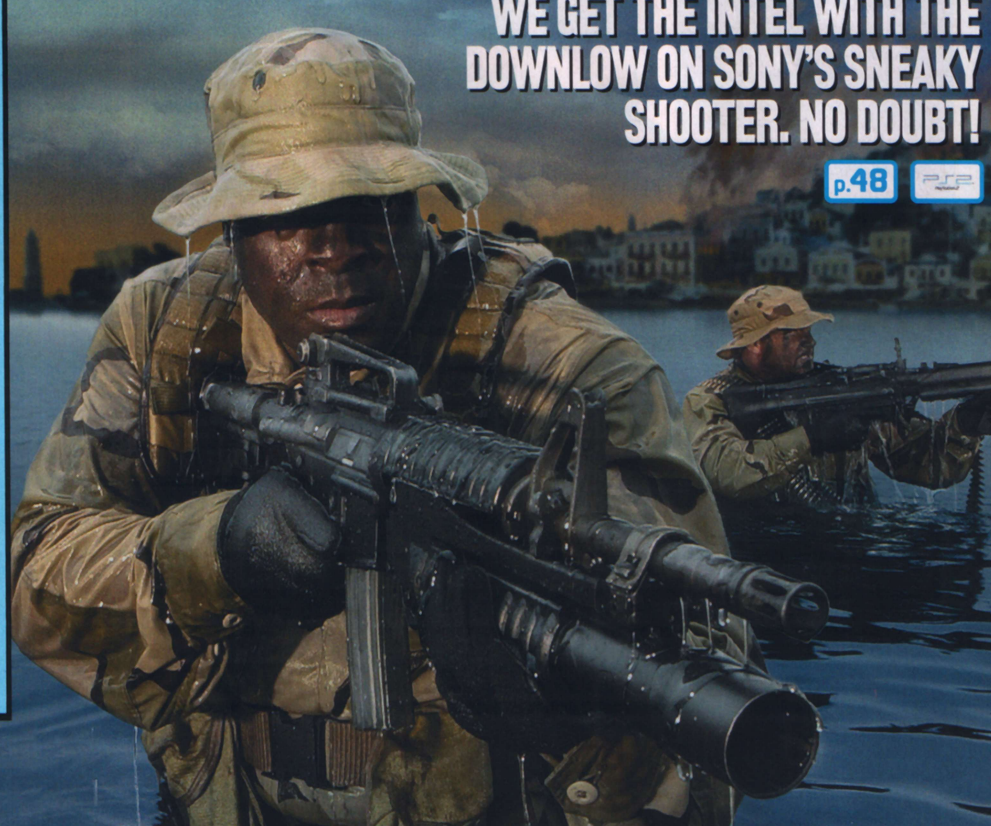
SOCOM II

U.S. NAVY SEALS



WE GET THE INTEL WITH THE DOWNLOW ON SONY'S SNEAKY SHOOTER. NO DOUBT!

p.48

TIPS EXPRESS

LATEST CHEATS!

MASTER CLASS

YOUR TIPS!

CONSOLETATION ZONE

YOUR QUESTIONS!

ARE YOU A GAMESMASTER? SEND US YOUR TIPS p.53

TIPS EXPRESS

This month we've got *Resi* rattled and that *Deus Ex* war made fully visible, as well as more tools to help you crack all the toughest nuts...

STED WIDE OPEN! • THE LATEST GAMES BUSTED WIDE OPEN! • THE LATEST GAMES BUSTED WIDE OPEN! • THE LATEST GAMES BUSTED WIDE OPEN

NINTENDO GAMECUBE

YAWN AT THE DEAD

RESIDENT EVIL CODE: VERONICA X

We all know that Nintendo never put cheats in their games and Capcom hardly ever do, so you'll be just as stunned as we were to discover that there are absolutely NO CODES for *Resi Veronica X*. But rather than rub your face in that fact, we've found a few nifty unlockable weapons and extras for your collection.

Unlock The Battle Mode
Complete the game

Unlock The Linear Launcher
Complete the Battle Mode with every character in less time than: Claire 6:00, A. Claire 7:30, Chris 6:30, Steve 10:00, Wesker 30:00,

Unlock The Rocket Launcher with Infinite Ammo
Complete the game with an A-Rank.

Unlock Steve Burnside in Battle Mode
Collect the Gold Luger Replica while playing as Chris.

Unlock Wesker in Battle Mode
Complete Battle Mode as Chris.

SPICY BRAIN SURGERY

Zombies. Not the nicest people in the world...

What a dashing young man. Soon he'll be zombie food, though.

PCCD

SEE THE SOLUTION TO THE INVISIBLE WAR

DEUS EX: INVISIBLE WAR

You'll need to have your brain plugged in for this PC cheat as it gets a bit tricky, but the results are worth it. First go to C:/Program Files/Deus Ex Invisible War/System/Default. Open the file with Notepad and scroll down until you reach the sections that look the one below. Now change the numbers you find there to these ones, and start the game. Remember that if you mess them up you will need to re-install the game, so be careful!

'MOD GOD

Hard Mode
Difficulty_AI_Damage_Easy__d=4.25
Difficulty_AI_Damage_Normal__d=4.0
Difficulty_AI_Damage_Hard__d=4.75
Difficulty_AI_Damage_Real__d=4.5

Invulnerability
Difficulty_Player_Damage_Easy__d=0.0
Difficulty_Player_Damage_Normal__d=0.0
Difficulty_Player_Damage_Hard__d=0.0
Difficulty_Player_Damage_Real__d=0.0

Improved Accuracy
Difficulty_Accuracy_Easy__d=2.0
Difficulty_Accuracy_Normal__d=2.0
Difficulty_Accuracy_Hard__d=2.0
Difficulty_Accuracy_Real__d=2.0

Extra Ammo
Difficulty_Ammo_Mult_Easy__d=2.0
Difficulty_Ammo_Mult_Normal__d=2.0
Difficulty_Ammo_Mult_Hard__d=2.0
Difficulty_Ammo_Mult_Real__d=2.0

Deus Ex: Invisible War is a cracker of a game. We strongly recommend it.

PS2 Hyfinited 2 | XBOX | NINTENDO GAMECUBE

ORCS-A-LORDY! THREE TIMES THE CHEATS!

UNLEASH THE BEASTS

GOBLIN COMMANDER: UNLEASH THE HORDE

Here at *GM* we are like a papery version of the United Nations, bringing together competing console owners in our warm inner sanctum of codes. That's right, here we have cheats for all three versions of this great green-skinned RTS, so just find the code for your version and command and conquer your army to victory.

Active Cheats
On each console hold the following buttons for three seconds to activate the codes.
Cube: L, R, Y, Down
PS2: L1, R1, ⊙, ↓.
XB: L, R, Y, Down.

100 Gold
Cube: L, R, R, R, R, L, Y, L, L, L.
PS2: L1, R1, R1, R1, R1, L1, ⊙, L1, L1, L1.
XB: L, R, R, R, R, L, Y, L, L, L.

100 Souls
Cube: R, L, L, L, L, R, Y, R, R, R.
PS2: R1, L1, L1, L1, L1, R1, ⊙, R1, R1, R1.
XB: R, L, L, L, L, R, Y, R, R, R.

1000 Gold and Souls
Cube: R, R, L, R, R, Y, Y, Y, L, L.
PS2: R1, R1, L1, R1, R1, ⊙, ⊙, ⊙, L1, L1.
XB: R, R, L, R, R, Y, Y, Y, L, L.

Turn Off Fog of War
Cube: R, L, R, R, L, L, Y, Y, L, R.
PS2: R1, L1, R1, R1, L1, L1, ⊙, ⊙, L1, R1.
XB: R, L, R, R, L, L, Y, Y, L, R.

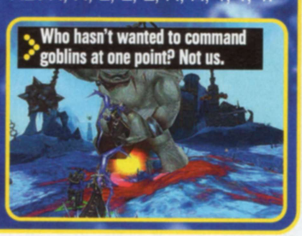
God Mode
Cube: R, R, R, L, L, L, R, L, Y, R.
PS2: R1, R1, R1, L1, L1, L1, R1, L1, ⊙, R1.
XB: R, R, R, L, L, L, R, L, Y, R

Level Select
Cube: Y, Y, Y, L, R, L, L, R, L, R, R, L, R, L, L, R, L, R, L, L, R, L, L, R, R, Y, Y, Y.
PS2: ⊙, ⊙, ⊙, L1, R1, L1, L1, R1, L1, R1, R1, L1, R1, L1, L1, R1, L1, L1, R1, L1, R1, R1, ⊙, ⊙, ⊙.
XB: Y, Y, Y, L, R, L, L, R, L, R, R, L, R, L, L, R, L, R, L, L, R, L, L, R, R, Y, Y, Y.

Slow Down
Cube: L, L, L, L, L, Y, Y, Y, Y, R
PS2: L1, L1, L1, L1, L1, ⊙, ⊙, ⊙, ⊙, R1.
XB: L, L, L, L, L, Y, Y, Y, Y, R

Speed Up
Cube: R, R, R, R, R, L, Y, R, R, R
PS2: R1, R1, R1, R1, R1, L1, ⊙, R1, R1, R1.
XB: R, R, R, R, R, L, Y, R, R, R.

Win level
Cube: R, R, L, L, L, R, R, Y, Y, Y
PS2: R1, R1, L1, L1, L1, R1, R1, ⊙, ⊙, ⊙.
XB: R, R, L, L, L, R, R, Y, Y, Y.


Who hasn't wanted to command goblins at one point? Not us.

PS2

THINGS THAT MAKE YOU GO RRRR!

R-TYPE FINAL

Some things never change, from Tom's undercrackers to the difficulty of the *'Type*, both can be fierce, if aged adversaries. But we can make your life easier, if not improve Mrs East's laundry day. All you need to do is pause the game and hold L2 while you slap in each code. Then keep an ear open for a sound that will confirm that your flying fingers hit the right buttons.

ORB IT ALL!

Invincibility
↑, ↑, ←, ↑, ←, ←, ↑, ←, L1, ↑, ↑, ↓, ↓, ↑, ↓, ↑, ↓, L1.

99.9% charge dose.
R2, R2, ←, →, ↑, ↓ →, ←, ↑, ↓, △.

Full blue power and missiles.
R2, R2, ←, →, ↑, ↓, →, ←, ↑, ↓, ○.

Full red power and missiles.
R2, R2, ←, →, ↑, ↓, →, ←, ↑, ↓, □.

Full yellow power and missiles.
R2, R2, ←, →, ↑, ↓, →, ←, ↑, ↓,⊗.

Extra Ships
To unlock each one tap in the passwords below in the R's Museum.

Lady Love ship
5270 0725

Strider ship
2078 0278

Mr. Heli ship
1026 2001

Curtain Call ship
1009 9201

PS2 GAMECUBE

IT'S CHEATING VOODOO NOT JUJU!

TAK AND THE POWER OF JUJU

TAK-LE THIS!

Ju want to win? Enter each code when the game is paused and then turn them on via the Extras menu.

Unlock The Cheat Menu
Cube: B, X, Y, Y, B, X, Y, Y.
PS2: ←, →, □, □, ○, ○, ←, →.

Gain 100 Feathers
Cube: B, Y, X, B, Y, X, B, Y.
PS2: □, △, ○, □, △, ○, □, △.

All Movies.
Cube: Left, Right, B, B, X, X, Left, Right.

All Juju Power-ups
Cube: Up, Right, Left, Down, Y, X, B, Down.
PS2: ↑, →, ←, ↓, △, ○, □, ↓.

All Moonstones
Cube: Y, Y, B, B, X, X, Left, ight.
PS2: △, △, □, □, ○, ○, ←, →.

All Plants
Cube: B, Y, X, Left, Up, Right, Down, Down.
PS2: □, △, ○, ←, ↑, →, ↓, ↓.

All Yorbels
Cube: Up, Y, Left, B, Right, X, Down, Up.
PS2: ↑, △, ←, □, →, ○, ↓, ↑.

GAME BOY ADVANCE

SHAM-US WITH SAMUS!

METROID: ZERO MISSION

METR -OLD

It's back to year zero as Samus returns to her roots with this chance to unlock the classic *Metroid*, and then cheat! Your part in this devious deal is to complete the game once and unlock this retro-fest.

Unlockables:

Fusion Gallery
Link up with Metroid Fusion

Gallery / Hard Mode / Original Metroid
Complete the game once.

Codes
Once you've completed the game you can play the original *Metroid*, using these passwords.

Hard Mode
999999 999999 KKKKKK KKKKKK

Infinite missiles, Infinite Health, and all upgrades.
NARPAS SWORD0 000000 000000

Suitless Samus
JUSTIN BAILEY / ——

GAME BOY ADVANCE

FIGHT FOR YOUR RIGHT... TO FIGHT!

DRAGON BALL Z: TAIKETSU

ANIME-NIACS!

If all the usual Dragonball Z suspects aren't enough for you, then here's how to get a whole pile more, including the excellently-named Buu. It's a bit more interesting than 'Mark' or 'Terry', isn't it? Yes. Yes it is.

Hidden Characters

RADITZ
Complete the Tournament Mode with any character.

NAPPA
Complete the Tournament Mode with Vegeta.

GOTENKS
Complete the Tournament Mode with four other characters as well as Goku.

FRIEZA
Complete the Tournament Mode with every character.

ANDROID 16
Complete the Time Challenge Mode with two characters.

CELL
Complete the Tournament Mode with Android 16.

BUU
Complete the Tournament Mode with every character.

BROLY
Complete the Tournament Mode with Buu.

GAME BOY ADVANCE

PINT-SIZED PAYNE

MAX PAYNE

SHOOT TO THRILL!

Who'd have thought that Rockstar could transfer their moody shooter so successfully to the GBA? Not us. But they have, and you can read our review of it on page 78. In the meantime, have some cheats!

Infinite Ammo, Super Cop, and All Weapons
This is how you unlock the Super Cop, Infinite Ammo, and All Weapons cheats. When you unlock them, they can be toggled on and off at the cheats menu.

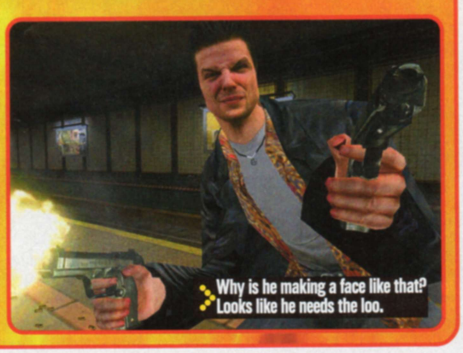
DOA
Complete the game once.

New York Minute
Complete the game once.

All Weapons
Complete the game once.

Infinite Ammo
Complete the game once.

Super Cop
Complete the game once.



PS2 GAMECUBE

CRACKING COMIC CAPERS

LOONEY TUNES: BACK IN ACTION

TOON ON A STICK!

A delicate tissue of passwords for this latest film-to-game translation. We especially like the slappy fish. Life really isn't complete without a slappy fish. Everyone should have one. Slappy fish rule.

Password	Effect
DANGERD	Danger Duck costume
HENSAWAY	Hen Grenade attack
GOBBLE	Reveals Gossamer Doors in Warner Bros. Studios.
SLAPPY	Gives characters a Slappy Fish to whack baddies.
HENSAWAY	Hen Grenade attack

PS2

CASH RULES EVERYTHING AROUND ME

CHAMPIONS OF NORRATH: REALMS OF EVERQUEST

COMMO CENT

Everyone loves easy money – we do too, but we've definitely earned our corn coming up with this little trick. You can start a game with two controllers plugged in, pressing Start to bring up the Add/Remove Player option. Then select the slot for the second player on the Import screen and use the character you are currently playing as. Select Finish and you will now have a clone with all your gear. Now all you need to do is sell all his stuff and count your lucre. Or repeat the whole thing for even more dosh.

THE GUIDE

SOCOM II

U.S. NAVY SEALS

All the objectives, all the bonus missions and all the army intelligence you need to break the SEALs.

MISSION ONE: SEEDING CHAOS

Crawl till the two guards appear and listen to their conversation for the Bonus Objective (Rugova's Name Overheard) flipping to 'Fire At Will' when they turn their backs. Snipe the soldier between the two pillars and the pair in front of the church. Nip inside and meet Mallard to learn three safe spots. Go to the first one to take down the guard at the second.

Collect the SR-25 and shoot the two across the bridge. Use the path under the bridge and give the 'Get Down' order on the right of the river. Remain unseen for bonus points by walking under the bridge and up the other side before plunging into the tunnel. Take the first exit on the left, killing two guards and the sniper.

Go back to the tunnel taking out the guard in the outpost and one on the right. Snatch the sniper rifle and turn it on the guys on the path and the rooftop. Head up the stairs, killing the guard and using the right room to pick off a patrol below. Go up again killing another guard inside and shooting another patrol by the tall building. Aim for the garage, taking out the pair inside beafore heading for the right of the barn. Quickly cap out the two guards on the floor and the guy in the roof. Now place the bomb satchel and put one in the garage too. Now sneak into the building next door and wait at the top of the stairs to hear a conversation for the Bonus Objective. Lob a Flash into the room and dive in and restrain Foreman. Order him to Follow and go to the extraction point.

BONUS OBJECTIVES

RUGOVA'S NAME OVERHEARD

OVERHEARD DELIVERY TIME

MISSION TWO: TERMINAL TRANSACTION

Walk along the line pausing at the end to kill the two guards and the guy patrolling on the balcony. Approach the guard post and then stroll into the open area before turning right between the train and the wall. At the end, waste the guard in the grass on the left and head into the tunnel. There are more guards on this side but they can be ignored.

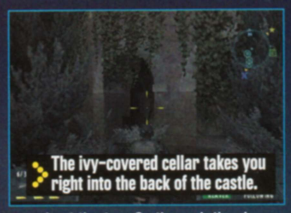
As you walk through the tunnel you'll get the Bonus Objective (Weapons Secured) but only if you complete the second objective from the first mission, overhearing the conversation. When you leave the opening snipe the pair on the walkways above and head around to the right, ducking behind the barrels and picking off the patrolling guard and the guy around the next bend. Continue onwards hitting the bloke beyond the truck and two near the extraction point (Zulu). Climb up the metal stairs and look left for another sniper shot.

Rugova is in the room in the corner with three guards so take them out from range and capture him for the bonus objective ›››

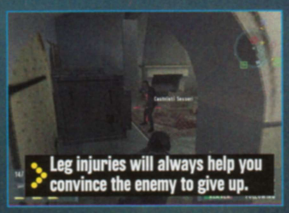
MISSION THREE: UPLAND ASSAULT

Turn up and head left, knocking out three guards silently. Approach the castle from the left and stay close to the wall until you find a low bit. Hop over here and kill the guard silently before sticking your crosshair over the aide-de-camp. Once he's dealt with, go through the vine-covered arches on the left and take out two more guards. Walk up the stairs and Bang and Clear the room to take out two more soldiers and another on the right.

Collect the item and turn right up the stairs but prepare to meet a couple of guards at the top. Go through the door in the far left corner for a cutscene. Quickly leg it upstairs and to the right, killing two bodyguards on the way. Race to Platz, shooting into his leg if he won't surrender, before going back to the left of the stairs to capture Sesseri. Search the crates near the door for an item (All Intel Located) and go back to where you captured Platz to walk along the planks there. Follow the path to the truck collecting the bonus objective and head for Zulu.


The ivy-covered cellar takes you right into the back of the castle.

Using grenades is a great way to stun the guards.


Leg injuries will always help you convince the enemy to give up.

BONUS OBJECTIVES

ALL INTEL LOCATED

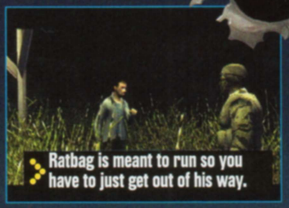
You need the codebook, laptop and nautical map for this.

ALL LEADERS CAPTURED

Capture instead of kill all three leaders and this is yours.

MISSION FOUR: URBAN SWEEP

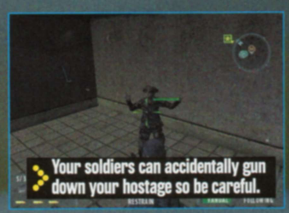
Use your team and the Bang grenades to clear out the room.


Ratbag is meant to run so you have to just get out of his way.

Walk down the ladder, killing the guard ahead before turning right to snipe another. Wander up the street, turning right then left to kill again before heading up the hill to meet two more troopers, one to the left and one on patrol. Open the gates and go inside before heading into the new building and killing a guy on the stairs. Use 'Bang And Clear' in the room and follow Ratbag.

As he nears the truck take out the two snipers above before you catch up with the informant. Go outside again and right through the gates, killing another guard before you duck behind the crates and snipe at four more enemies. Follow the path and climb into the building, clearing the upstairs with a grenade. Climb onto the ledge, pausing to shoot one more guard and climbing down. Around the corner are three soldiers on the road and two on the balcony so use your squad to clear them before you head up and to the left. Snipe the two guards on the balcony and enter the building to listen in on the meeting.

Head through the door, across the walkway and through the next door and down the stairs. Sneak around to the right, avoid a gunner in a shack, and wade through the water to the hideout. Once inside take out the guy manning the machine gun and send in the team for the two in the next room. 'Bang and Clear' the next room, killing two guards and capturing the leader before getting ready for a serious onslaught. Use the mounted machine gun to waste them, including a sniper in the building opposite. When all is calm, head out and to the right to find another gun before heading to Zulu and the end.


Your soldiers can accidentally gun down your hostage so be careful.

BONUS OBJECTIVES

LAB MAP ACQUIRED

In the enemy hideout, go over to the table in the far left corner.

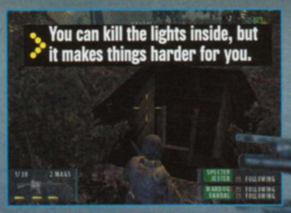
MISSION FIVE: STRANGLEHOLD

Head right out of the water and into the long grass, pausing before the hut because there are four guards there: one in the water, one by the gun and two talking on the right. Waste them silently or there will be trouble. Wander to the lab by following the cliff face on the right, past the enemy outpost and up the steep slope out of the water. Clear the barn of both soldiers and go past a grenade-chucking guard post. Sue the squad to clear another shack of four soldiers and follow the path up and right to the lab entrance.

Drop into the lab, waiting for two guards to wander up to you. Dispatch them and kill the other three being careful to prevent them warning the plane. With the lab empty collect the RPG-7 from the right, the paperwork from the table in the southeast part and order the satchel to be placed (Bomb Schematic Acquired). To exit, head to the northeast corner and flick the switch.

Stroll up to the hut ahead, being ready for two soldiers before you wander to the left towards the hanger, killing three guards on the path, two in the grass and one hiding over on the right. Hit ground level and go right to destroy the plane with the RPG before running round to the back of the hanger, meeting some slight resistance on the way. Finally take the low path to the right, snipe three soldiers off the bridge and head to the checkpoint underneath it. Now deploy the red smoke to end mission.

Eliminate all the guards before you can plant the satchel.


You can kill the lights inside, but it makes things harder for you.

These guys are a step up from the untrained terrorists – be quick.

BONUS OBJECTIVES

BOMB SCHEMATIC ACQUIRED

Search the drugs lab and you'll find the documents on a table.

MISSION SIX: HYDROELECTRIC

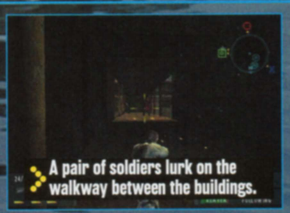
Sneak towards the guard post, hide in the long grass and scout out the three guards for your first objective. Don't shoot them but wait till they walk away then run down the right side of the dam and pause in the corner. Follow the message from HQ to get past the troops, using the shadows to sneak past two more on the roof.

Make it to the fence and shoot through it to hit a security camera, avoiding the two guards to your left. Go into the building, destroying the camera on the right hand wall as it turns away, and clamber up the stairs. You'll face three guards in the next room so press on until you climb some stairs and into a small building.

Keep on the same route, down a flight of stairs and past two more soldiers into the main area for the bonus objective (Stealthy Insertion). Check your map for the positions of the guards and the security camera. Pause here for a moment to take out the guards on the walkway, then two at the bottom and one on top of the turbine. There is even one more in the glass booth at the end of the room. Descend to the floor level and go into the room on the far left. Save the guy inside before heading to the glass door on the other wall to kill two more troopers and free the other technician. Continue along the corridor and defuse the first bomb by standing still till the bar empties. Now do the same with the second one, along past the turbines.

Wander down to the lower level and head immediately right, using cover to defeat the three guards before reaching the far corner for the third bomb and the terrorist leader. With the clock already ticking you'll need 20 seconds to defuse the device before heading past a few more guards and the Trigger Man to complete the mission.

The extra items appear on your map so they're simple to find.


A pair of soldiers lurk on the walkway between the buildings.

(Rugova Captured). Collect the Digital Camera and go back on the walkway and down the ladder, shooting a guy on the floor before you slide. Clear the two rooms of guards and wait for the third one to appear. Take the walkway to the other building, killing two terrorists and turning right at the end. Kill three more guards in the two rooms and collect the Training Film before going down the stairs. Remove three more troopers before nicking the Contact List from the left room. Lastly go to the extraction point and plant the C4 on the gates.

You need to spot the guard and wait for HQ to guide you past.

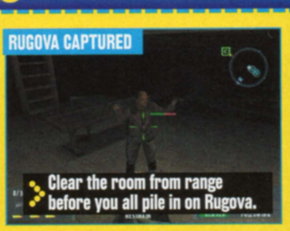
There are three dam technicians to rescue. Each one is guarded.

BONUS OBJECTIVES

WEAPONS SECURED

You need to have 'Overheard Delivery Time' to gain this one.

RUGOVA CAPTURED


Clear the room from range before you all pile in on Rugova.

STEALTHY INSERTION

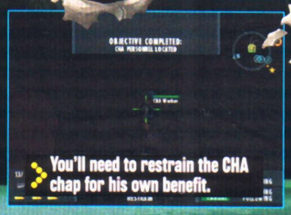
Get to the main dam without being spotted. Check your map for danger.

>>>CONTINUED

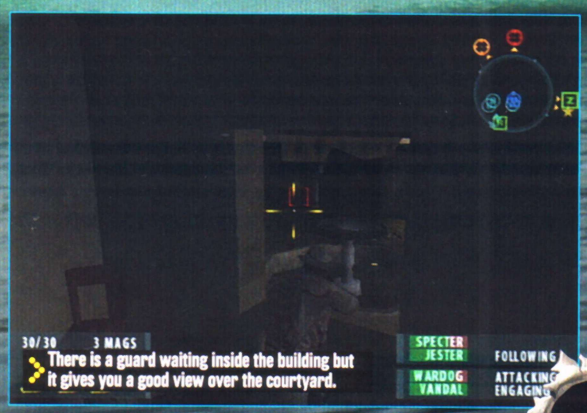
MISSION SEVEN: GUARDIAN ANGELS

Crawl to the railings on your left and snipe the two guards then round the corner to pick off one more on the pier. Move up and to the right to overhear some chatter and pick off the two guards through a window before heading in and upstairs. Kill the guy up here and head back down to find two more troopers and the CHA bloke. Restrain him and head for the pick up point. If you meet the tank at this point, blow it up with the AT-4 because it is the bonus objective (Destroy T-72).

Three more guards are in the courtyard so kill them through the windows. Head back past the square and into the alley to shoot three more soldiers – one high, one low and one round the corner. Leave your escort in a quiet corner and face the next three guards alone. This leaves you free to use the Laser Designators from the building ahead to clear out the snipers across the road. After the chopper strike, send your team on to deal with the guards while you collect your CHA chap, meeting them at the extraction point.



You'll need to restrain the CHA chap for his own benefit.



There is a guard waiting inside the building but it gives you a good view over the courtyard.

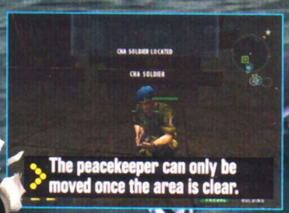
BONUS OBJECTIVES

DESTROY T-72

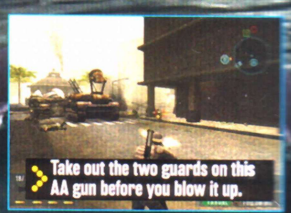
Find a secure spot on level ground to fire from.

MISSION EIGHT: PROTECT AND SE

Don't forget you only get one shot and if you move during aiming you will automatically change weapons.



The peacekeeper can only be moved once the area is clear.

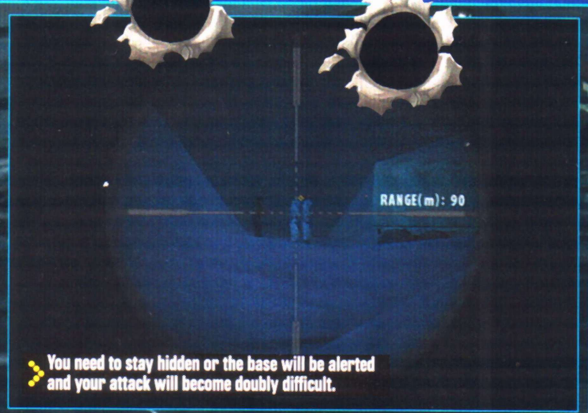

Take out the two guards on this AA gun before you blow it up.

MISSION TEN: LOCKDOWN

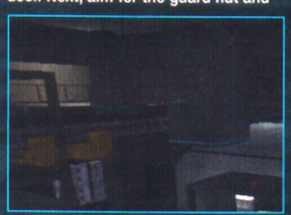
Clear out the three guys behind the truck with sniper shots, staying hidden on the way. Sneak around to the right to Delta and look at the guard hut for ten seconds to complete the secondary objective before busting in and killing all the guards inside, plus a few lurkers outside.

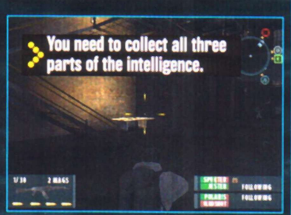
Head over to the right to the building marked 'C' on the map and go inside. There are two guards inside the two rooms here so deal with them and leave via the southwestern door. There you will find four more and descend into the lab. Wait for the order to blow it up, spending the time searching the area for the four bits of intelligence you need. The Bomb Blueprints are in the far left corner of this room while the map is in the building marked 'H' beyond a guard on the walkway next door. Next, aim for the guard hut and building 'A' for the Frequency Book and finally wander over to the warehouse next to the crane. With the Nautical Map in hand and authorisation from HQ you can head back to the lab and plant the bombs, but don't worry if the order hasn't come through yet – you can go back once the mission is over.

While you are waiting for that, why not walk over to building 'H' and go up the ramp? There is an office inside and a safe, which can be blown with C4 allowing you to collect the bonus objective (Locate Plane Schematics).



You need to stay hidden or the base will be alerted and your attack will become doubly difficult.

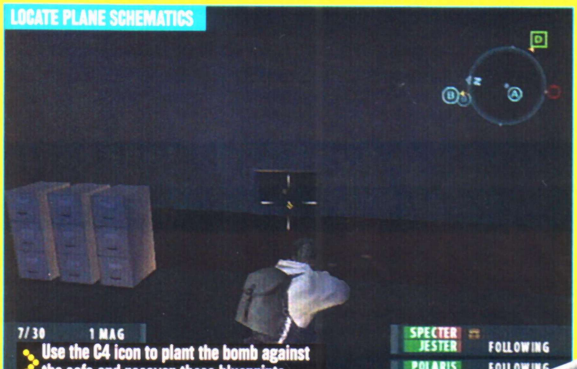

▲ You can switch to the STG 77 gun because it has more power but it is nosier and a lot shorter in range.


You need to collect all three parts of the intelligence.

Now your final objective is to eliminate enemy personnel, and that means wandering around picking off the remaining patrols, who will be mainly on the walkways and quiet corners so search carefully until you get the order to move to the extraction point and escape.

BONUS OBJECTIVES

LOCATE PLANE SCHEMATICS



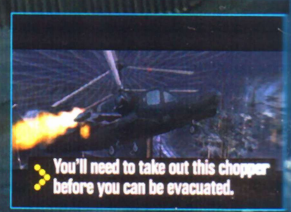
Use the C4 icon to plant the bomb against the safe and recover these blueprints.

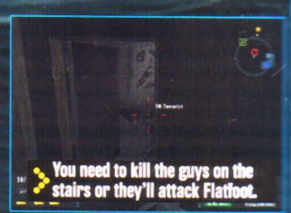
MISSION ELEVEN: GUIDED TOUR

Leave Flatfoot behind and head for the Intel point, clearing out the two guards on the path, two more at the compound and five inside. Don't worry about sneaking in – the alarms go off automatically, so go in all guns blazing and take out the chopper with the weapons you already have.

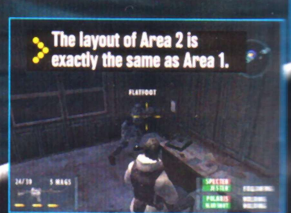
When the area is secure, order Flatfoot to follow and head into the building with the security camera and down two flights of stairs. Make Flatfoot wait again while you bust through the door and deal with three more soldiers before all of you head downwards again. Use the map to find the round room and send in Bravo to clear it while you nick the Intel document and make Flatfoot read it. This is a good time to find the bonus objective, a pile of Bomb Blueprints hidden along the other exit, through a room with three guards in it and up a ladder (Locate Bomb Blueprints). With those in hand, head back up the stairs and move to area two.

The best strategy we came up with was to send Bravo ahead to each checkpoint while Able protected Flatfoot and followed when the all-clear was given. That way you can enter the underground network by checkpoint D and repeat the same tactics used in Area 1 for this identical building. When you come back up to ground level head over to the structure in the northwest corner and search the table for the Cargo Ship Map that gives you the Bonus Objective (Locate Cargo Ship Map). While you are doing that, send Bravo to clear checkpoint E and follow with Flatfoot to read the Intel in the building next to Echo. After all that, extraction beckons.


You'll need to take out this chopper before you can be evacuated.


You need to kill the guys on the stairs or they'll attack Flatfoot.

Make sure Flatfoot reads the Intel or you won't complete.



The layout of Area 2 is exactly the same as Area 1.

BONUS OBJECTIVES

LOCATE BOMB BLUEPRINTS

You can leave Flatfoot with Delta while you get this document.

LOCATE CARGO SHIP MAP

In the building in the northwest corner of Area 2, on a table.

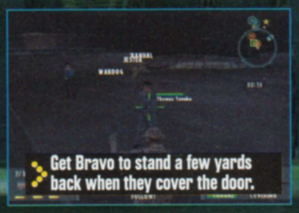
MISSION NINE: AGAINST THE TIDE

Take the right hand path to the market, it's easier that way to sneak up and catch the conversation and the guard unawares. Leave your team here and sneak ahead to snipe the three patrolling soldiers and the three static guards and so capture the market silently.

Leave by the right hand path and kill the guard there and head for the main road and lots of waiting soldiers. Set your troops to clear the area while you hide in the side road waiting for the tank to trundle by before popping out with the AT-4 and destroying it. Now all you need to do is free the peacekeeper by mopping up the snipers in the windows above.

Go left from where you rescued the soldier, past the bus and into another firefight. Three guards will run past, so pick them off before they get into position before walking right up to an AA gun manned by two guards. Kill them both and plant a satchel at the emplacement before heading into the hardest area so far. There are snipers – one in the most northerly building in the square, two on the large structure in the northeast corner, plus one more on a roof towards the southeast. There are also two guards next to the tank and two on patrol so use the cover and send your squad with the 'Clear the Area' command. Once that is completed you can rescue the solider, receive the Bonus objective 'Snipers Neutralized' and end the mission.

They're on your side but you still need to tie up the Embassy staff.

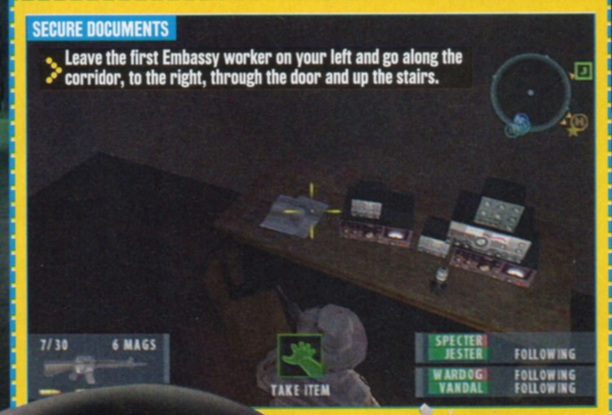


Get Bravo to stand a few yards back when they cover the door.

Take the left hand route into the Embassy, removing one guard and cleaning out a bunker. Brace yourself for a four-man ambush and you'll need to be quick because they lob grenades otherwise. Clamber through the lower part of the Embassy wall and up onto the crates here to get into the open window and past the hostage. Leave him alone at first so you can scoop up the bonus documents up the stairs at the end of the corridor (Secure Documents). Now free the worker and go into the second hall to find the second staffer and lead them to the highest point of the roof. Leave them there and walk back towards the doorway, setting Bravo team to cover it. Then you can pick off anyone who appears at the hole in the roof. During the last few minutes of the attack you might find that snipers appear on the nearby roofs but they are such bad shots that you can ignore them and just cover the door until it is time to drop the smoke and be rescued.

BONUS OBJECTIVES

SECURE DOCUMENTS

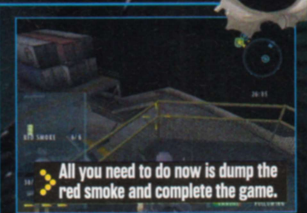


Leave the first Embassy worker on your left and go along the corridor, to the right, through the door and up the stairs.

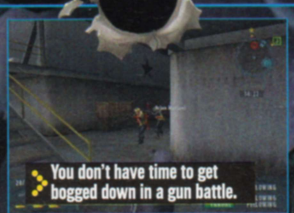
BONUS OBJECTIVES

SNIPERS NEUTRALIZED

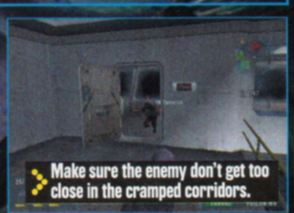
A nice easy one to collect because you have to do it to survive. Just remember to track back and pick off any survivors.



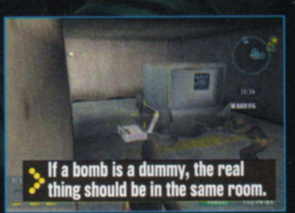
All you need to do now is dump the red smoke and complete the game.



You don't have time to get bogged down in a gun battle.



Make sure the enemy don't get too close in the cramped corridors.



If a bomb is a dummy, the real thing should be in the same room.

MISSION TWELVE: DOOMSDAY DELIVERY

You've only got 35 minutes to complete the mission, so quickly take out the guard up ahead and the one who comes down the ladder beyond that. There are two more up the junction, but they shouldn't prove a problem. Climb the ladder, remove another guard and head up again until you reach the bridge and three more troopers concealed inside. Order your squad to clear it and turn the wheel inside yourself to complete your first objective. This is also a good time to complete the bonus objective by heading down the ladders, going east and slapping C4 on the chopper before you head down the stairs at the bottom of the ladder (Destroy Helicopter).

Race down the stairs, fighting your way through the door and onto the next flight. Send your squad to clear the first room on the right and enter to defuse the first bomb. Be careful through because there are random dummy bombs around, so always check that the objective is counted as cleared once the wire is cut.

Go back through the door and down the two flights of stairs, looking out for the guard below the first one. From the large room you'll see three smaller ones, each of which contains one real bomb and one fake and since there is no way of telling which is which just remember to wait for the objectives to appear. After cutting all three, head back up to ground level and walk back towards the passageway near the bridge. It has a pile of four crates on one side and three on the other, so climb up the three and lob a Flash at Valeska, for she is the bonus objective (Capture Valeska).

With the bonus objectives done, head to the final objective point at the other end of the ship and clear the crow's nest of guards. Now all you need to do is Signal All Clear to end the mission and the game. Good work soldier!

BONUS OBJECTIVES

DESTROY HELICOPTER

When the mission starts, head east and up to the helicopter.

CAPTURE VALESKA

Head to the passage near the bridge end of the ship.

MASTER CLASS

Sharing makes you a good person, so share your tips with us. This issue, you lot have found funny hats in *Rising Sun* and made Vice City disappear...

YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS

TIP OF THE MONTH

You're a JOYTECH Top Tipster!

MARIO KART DOUBLE DASH

Boost
When the announcer is counting down, press A as soon as he says 'start'. Also, when you fall off the track wait until you are lifted back on, then press A as soon as your tyres hit the floor.

Mushroom Car
Crash into one of the mushroom-shaped cars on Mushroom City and Mushroom Bridge and a mushroom will come flying out of the other end.

Shortcuts

Peach Beach
When you get on to the sand, turn left instead of the usual right and use the turbo boost. You'll come out at least one place up.

Mushroom Bridge
1. At the beginning, instead of going straight on take a sharp right down the stairs and through the pipe.
2. When you come out of the first tunnel, use a mushroom and zoom up the white patch on the right, then go across the straight bit and drop down.
3. Go up one of the edges of the bridge.

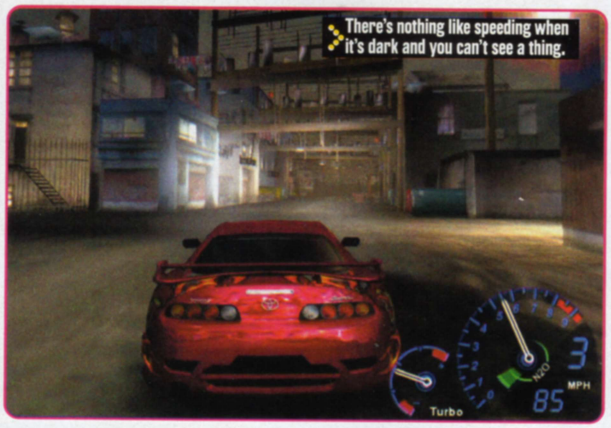
Sherbert Land
When you get to the part with the ice blocks, go the usual way until you get to the bit where you usually turn left. Instead, use a mushroom to zoom through the gap between the first tower and the wall on the left.

Mushroom City
Go around the first corner, then follow the road down past the first right turn until you reach a pink area. Go down the pink road.

Yoshi Island
1. Follow the track until you reach the arch just before the first tunnel and use a mushroom to make the jump over the water.
2. A few seconds after the second tunnel, the fence on the left breaks up. Just before it restarts, you can use a mushroom to fly off the edge and land on a secret road. This can be quite tricky.

Dino Dino Jungle
At the beginning of the tunnel with the water spouts, turn left and use a mushroom to zoom up the wooden planks and shave vital seconds off your time.

Jacob McCarthy Schofield, Manchester



NEED FOR SPEED UNDERGROUND

Easy money
In Underground mode, take a VW Golf and upgrade it performance-wise as much as possible. Trade it in for a Nissan Skyline (or the best car unlocked so far), then downgrade the new car to stock. Trade it in for a Golf and you should make a profit (about $6,000 each time). You can use the money to buy more upgrades for regular mode if you want to play with the parts, or are stuck in Underground mode.

Faster cars
Hold L2 to make your cars go faster

Ryan Clarke, via email

HALO

Online portal door glitch
Find the yellow teleport doors, go in and as soon as you come out the other side run backwards. You should go into the door but not teleport through, so you are almost invisible to enemies. You'll probably have to keep practising until you get it right.

Charles Tan, via email

WORMS 3D

How to do Grave Danger twice as quickly
On the Grave Danger mission, just collect three crates. Then, when you come to the part where you blow up the graves, place the grenade in the middle of two graves and it will blow sections out of both graves.

D. Franklin, via email

TONY HAWK'S UNDERGROUND

Note: You can only unlock these in Story Mode.

Unlock Hangar Level from THPS2
Go to the Moscow level and find the place with loads of tanks and a building that reads 'AEHNH'. Stand in front of this building and climb onto it. Line yourself up so you've got a brown ledge to your right, a tree to your left and a big red building straight ahead. Grind the brown ledge and jump into the window. You'll go down a ramp. Go right and grab the icon.

Unlock School Level from THPS2
Go to the New Jersey level and go to the train station. By the rails, on the left ramp in the middle column, there's an item high above the ramp. Take the rail down to the ramp to get more speed, then get off your board in the air to get on the ledge and grab the icon.

Unlock Venice Level from THPS2
Go to the Hawaii Level. At the start, go on the road, go right, then take the first left. Keep going straight until you reach the Tiki Statue. Jump into its mouth and ride down, then at the end, jump into the icon.

Simon Taft, Wolverhampton

Look cool on a bike? You look even cooler with bullets coming out of your fingers.

GRAND THEFT AUTO: VICE CITY

PS2 PC CD

Shoot out of your hands

Get a bike or car and drive to the nearest Pay and Spray. Go in, and when the door starts to come down, type in a weapon cheat. Note: In the top right hand corner of the screen, get a different gun to the one you already have. For instance, if you have an Uzi get something different. The door will open and you should be able to fire out of your hands. This cheat stops when you get out of the vehicle.

Shoot people's heads off when they are in the car

Get a sniper rifle and stand in the middle of the road until a car comes. Stop it, and point the sniper rifle at the driver or passenger's head. Fire, and the bullet will crack the windcreen and the person inside should fall out headless!

Simon Hubbert, via email

Package finding glitch

It's annoying when you get to 99 packages and you don't know where the last one is. But there is a nifty trick you can do so you can remove all the scenery, thus making it simple to find that last package.

First off, go to the golf course and find one of those little golf carts. Now drive all the way to the shopping centre at the north of the Eastern island. Make sure you drive through the door on the right hand side of the island. The golf cart is small enough to fit through the door to the centre, so drive through into the shopping centre.

There's nothing quite as much fun as decapitation. Except puppies.

Don those white magician gloves and make Vice City disappear.

Now, because you're in a car, the inside of the centre won't load. Get out of the car and walk out of the door that leads back into the streets.

Now the game gets confused and you end up outside in a "blue yonder". All the buildings are there, it's just that you can see right through them! It's kind of hard to explain. But anyway, even though the buildings and streets aren't loaded up, the icons for body armour and guns and, importantly, packages can still be seen, because strangely, they are still loaded up.

The obvious advantage here is that you can see through buildings and very far away (as far as the draw distance will allow) Remember that the pavement is still there and so are the walls! You just can't see them. Using this advantage to see through walls and extremely far away, get out a sniper rifle and scout the city.

Using this method, it took me 15 minutes to find the last package – it is a very useful glitch.

Lewis Egan, via e-mail

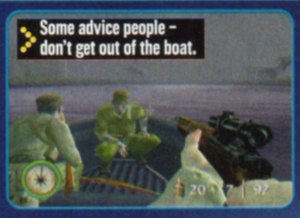
MEDAL OF HONOR: RISING SUN

PS2 XBOX GAMECUBE

This continues from the tips given by Giles Wright in GM143. After you have found the entrenching tool go to 'Pistol Pete Showdown'. After you have stormed the Howitzer gun, continue on and cross the river and get on the stationary guns. When all Axis soldiers are dead, continue along the path until you see a big rock on your right. This leads to a path with a save point. As you enter this path, turn to your left and use the tool on one of the bushes to unlock Funny Hat Mode.

Then go to 'The Bridge on the River Kwai'. When you get to the blockade with the two gun towers, kill ten Axis soldiers in and around the tower. It will appear that a bonus objective has been completed. Turn to your right and head past the rocks. A soldier will charge at you through a now open gate. When you kill him, go through the gate. Ahead of you is a pile of mud. Use your tool to unlock Perfectionist Mode.

Kevin, via email


Some advice people – don't get out of the boat.

"I'm covering you...hmm, just need to scratch my foot."

Find out how and where to use your tool – ahem.

Zigzagoons are great for finding rare items. Get loads of them!

POKEMON RUBY/SAPPHIRE

GAME BOY ADVANCE

Getting rare items without buying them

All you've got to do is catch/have a party of Zigzagoons. Use them in battles and if you're lucky enough, your Zigzagoons will probably pick up items like Rare Candy, Protein and Carbos, and also useful items like Super Potion, Max Potion and even Revive. Normally, I would always use my first Zigzagoon for every battle, because even if my first Zigzagoon already has an item, it can still pick up items for the party.

Keri Webster, Gillingham

▲ Hit me, baby!

KNIGHTS OF THE OLD REPUBLIC

XBOX PC CD

Magic healing

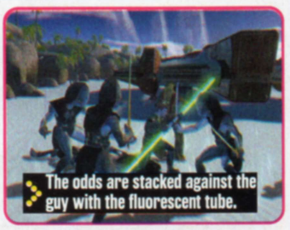
Go to a area that is safe from combat (not in a room), then pause and go to the map screen. Now hit the X button to jump back to the Ebon Hawk and be healed. Select Map again and hit X again to go back to where you where.

Easy way to the Dark Side

When you discover the stowaway aboard the Ebon Hawk, select the option "Get out of here, whoever you are! Right now!!" Then, before she leaves, talk to her again and select the same option. Continue to repeat as you gain one Dark Side point each time.

New game ending

(Note: You need two controllers for this trick) With your primary controller plugged into ports 1, 2, or 3, have a second controller plugged into port 4. Before you enter the final battle with Darth Malak, do *not* open the door. Pull both the L and R buttons and press and hold the Y buttons on both controllers for a secret ending.


The odds are stacked against the guy with the fluorescent tube.

Raise or lower voice pitches

For this you need two controllers plugged in as above. While playing the game, press the black or white button on the second controller to raise and lower the pitch of the in-game voices.

Marky, via email

SEND YA CHEATS AND WIN TOP GEAR!

Sadly, Code Girl doesn't have time to uncover quite enough secrets to fill every one of GM's tips pages. Yes – she needs a good boot up the backside. So, for these pages, we ask you to send in the secret stuff that you've discovered while playing your favourite games. Discovered a shortcut no one knows about in *Mario Kart: Double Dash!!*? Found every last token in *Armed and Dangerous*? Let us know and we'll reward you with loads of goodies from Joytech.

Write to:
Masterclass, GamesMaster,
30 Monmouth Street, Bath, BA1 2BW.
Or email:
gamesmastertips@futurenet.co.uk.
Or text:
GM Master then your tip to 84600.*

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CONSOLETATION ZONE

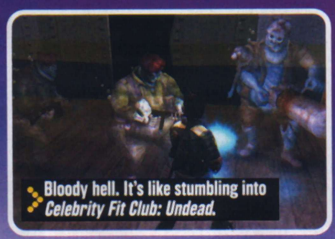
Your first port of call when you're stuck. Code Girl can answer the most obscure problems. Go on – put her to the test...

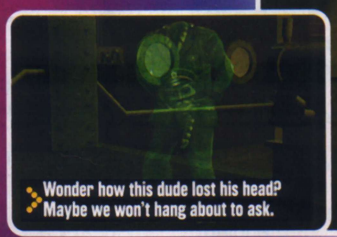
RACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHA...

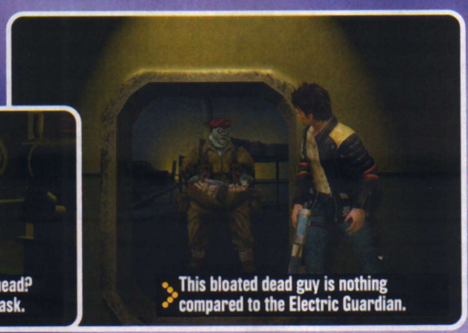
GHOSTHUNTER

Dear GM,
Please help. I am really enjoying *Ghosthunter* on the PS2, but I am stuck on the Prison Island level, where Agglin keeps drawing electrical power from three generators. I tried all my weapons and they have no effect and the chap with me, Richmond, does not seem to help or offer any clues. Could you please tell me how to defeat him? I have been stuck on this for ages. Thanks very much.
Edward Buckley, Leicester

To defeat him, you have to stop him getting power from these generators. But don't shoot the generators directly. Instead, shoot the control panels that are on the sides of all three generators. Once they're disabled, do enough damage to the Electric Guardian and he'll trouble you no more.


Bloody hell. It's like stumbling into *Celebrity Fit Club: Undead.*


Wonder how this dude lost his head? Maybe we won't hang about to ask.

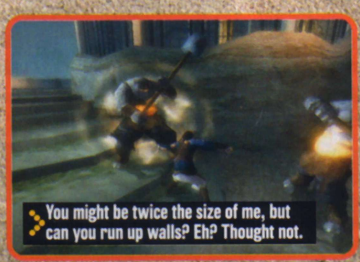

This bloated dead guy is nothing compared to the Electric Guardian.

PRINCE OF PERSIA

Dear GM,
On *Prince of Persia*, you have to get down to the bottom of a hall, where there's a bed in the middle of the room with a big white concrete block around it. HOW do you get to the bottom?
Anton Ilkiw, Scunthorpe

Run along the wall on the right and jump to the column, then the next one. Climb up the rocks, until you see a pole above, then run up the opposite wall and jump onto the pole. Swing to the other pole, then swing to the other side. Jump back to the platform with the Sand Field and grab it. Climb the column and jump from one to the next. Jump to the platform on the wall and climb into the big gap. Then climb down the ledges and kill more scarabs. Run along the right wall and jump from pole to pole to the other side. Kill the scarabs, hang onto the ledge and jump to the column. Slide down, kill sand creatures and find the Sand Field. Use the save point and go to the cupboard.

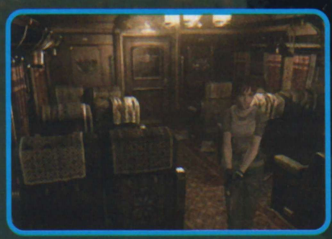
The prince is an agile little chap.


You might be twice the size of me, but can you run up walls? Eh? Thought not.

GET IN THE ZONE

Don't start screaming or swearing like Thomas here. If you're stuck in a game, we can help. Write to us and we'll sort your game pain. E-mail us on **gamesmastertips@futurenet.co.uk,** text 'console' and your problem to 83019* or write to Consoletation Zone, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

RESIDENT EVIL 0


Ho-hum. The 7.55 to Paddington is looking a bit quiet. Not one ponce with a stupid ring-tone.

Slay the evil, but don't forget those key codes.

Dear GamesMaster,
I would be grateful if you could help me. The game I'm stuck on is called *Resident Evil 0*. I have tried and tried but no luck. I'm in the church and I'm stuck at the door. It wants a combination code put in – it's a four number code, but I have no idea what it is or where to find it. Please can you tell me? Thank you.
A. Paget, W. Midlands

The code that you're after is lurking in the Poisoning Room. Go in there, and you'll find a file on the table. Read it to find out the code. But if you didn't pick up the file on the way through, you probably don't fancy backtracking through all those zombies. So we'll do the kind thing. The code you're after is 4863. Now don't go forgetting to pick things up in the future...

LEGEND OF ZELDA: THE WIND WAKER

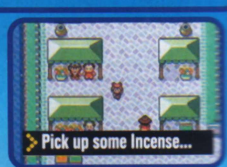
Dear GM,
On the *Wind Waker*, I can't find Triforce chart no. 2 or chart no. 4 (aboard the Ghost Ship). How do you get on it and where is it?
Jaden, London

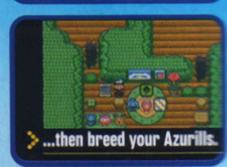
'Now where's that ship?'

Okay, first, chart 2. On Taura Island, free Tingle by pressing the switch in the room, then go into his cell, move the box and crawl through the hole. Get through the maze and collect the camera. Now go to the school, talk to the teacher, Marie, then talk to the four children. Beat them at a game of hide 'n' seek, then talk to Marie, then the children again. Find the present by roll-attacking the tree by the bomb ship and give it to Marie. Give her more happiness pendants and she gives you the title deed. At Who's Island, enter Marie's holiday house and grapple-hook the target. Swing and you kick out the fireplace. Go through to the end of the maze. Use the hammer to open doors. At the wind mark, play the Song of Wind and that chart is yours. Chart 4 is on the Ghost Ship, but you can't get it without the map. On Diamond Shape Island, hookshot up to a tree, then keep going until you reach a hole, leading to lots of warping pots. Keep warping until you reach the chest that holds the map. Wait for the Ghost Ship to land or use the Song of Day and Night to fast-forward the lunar cycles. The map is in a chest on the ship.

POKÉMON RUBY

Dear GM,
In *Pokémon Ruby*, I tried breeding two Merills together to get Azurill, but I keep getting more Marills and no Azurills. What am I doing wrong?
John Moretti, Essex


Pick up some Incense...


...then breed your Azurills.

There's a simple solution to this one. To breed Azurill, one parent must be holding Sea Incense when they are deposited at the day care centre. If they're holding incense, the child will be an Azurill, otherwise it will be a Marill. Likewise, in order to breed Wynaut from Wobbufet, one parent must hold Lax Incense.

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fun, anyone?

PlayStation 2

www.socom2-game.com

WITH NETWORK PLAY

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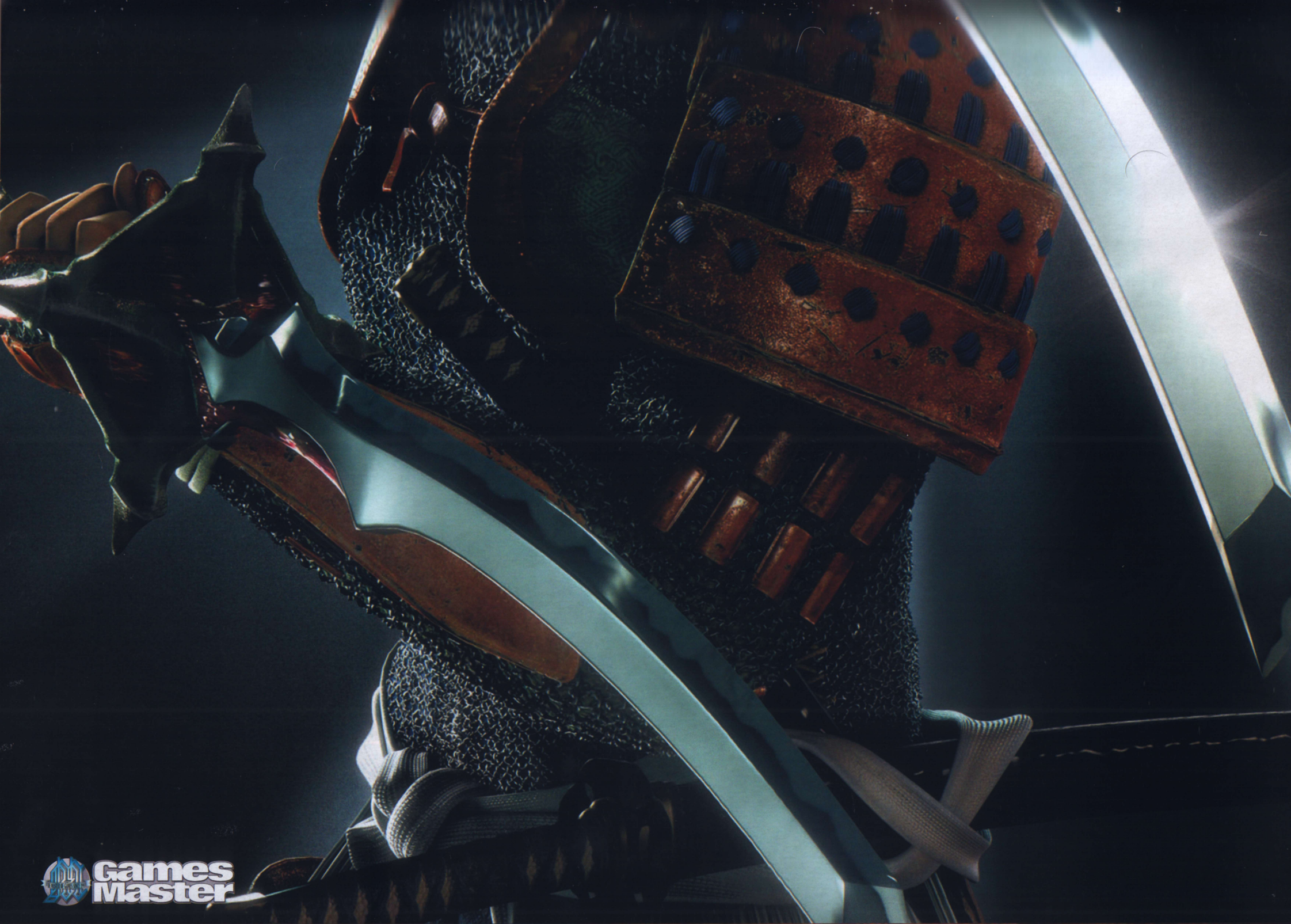
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YOUR SHOUT

Are you just a little bit mouthy? Got something you want to tell the rest of Planet Gamer? Vent your spleen (sounds messy) or spread a little lovin' to your fellow gamers right here! Simply e-mail us at: gamesmaster@futurenet.co.uk, or stuff your thoughts in an envelope, fill out the coupon (or copy it out if you don't want to damage your mag) on page 65 and haul the whole thing off to: Your Shout, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Star Letter gets the game of their choice. Unfortunately we're too busy doing the mag to reply personally but we read everything that comes in and laugh at all your jokes.

THE EDITOR • Robin Alway

» This month we have everything from advanced hardware matters to elementary economics, via a bit of stroppiness, a dash of nostalgia and a short treatise on ex-Soviet online gamers. Nice...

STAR LETTER

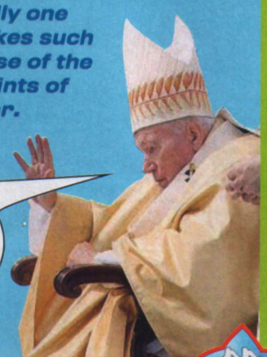
HARD-HITTING ARGUMENTS

Hi GM

I know it's a bit of an old chestnut, but I'd like to talk about violence in videogames and how ignorant campaigners against it really are. I read an article in the newspaper slamming the recently-released *Manhunt*, with its sadistic acts of uberviolence and infrequent sexual references. No mention of what a great game it is, though. Apparently juvenile delinquents are the kids who are most likely to be attracted to this game. Fair enough, don't let the hyperactive little thugs play it. Still, I think that since I haven't caved in anyone's shop window recently, I should be allowed to. The thing is, censorship organisations continue to advertise the ludicrous idea that it's violence in computer games and films that's responsible for people carrying out similar acts in real life. Let's get a little perspective here. The Spanish Inquisition, okay? I don't think anyone in the Vatican sat and played *Vice City* before going out and burning heretics alive. Violence is part of everyone. That's why games like *Manhunt* are so popular. The sad thing is it's not simply a case of life imitating art. If it were, then we would have world peace by now.

Billy Grant, Elgin, Scotland

An old chestnut perhaps, but an eloquently expressed one nonetheless. Still, it could be a worthwhile experiment to make violent criminals play* Barbie Horse Adventures *– we agree that it's most unlikely to make them prefer ponies to shotguns, but they are supposed to be punished, after all. We're always happy to give an airing to a good point well made – especially one that makes such skilful use of the finer points of grammar.



STAR LETTER

GAME www.game.uk.com

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gamesmaster@futurenet.co.uk

HARDWARE HELL

Hi GM,

Imagine my joy when I woke up on Christmas morning to find the Jolly Red Fat Man had left me two amazing PC games (*Knights of the Old Republic* and *Halo*), only to find that after approximately 45 minutes' installing, they didn't work! After days of shouting at my screen I decided to take action. I went down to my local computer shop and asked the guy if he could help. He told me that it was a problem with my graphics card, the problem being I didn't have one! It turns out that most large high street electronic shops only supply the most basic graphics card available, and only after shelling out another £60 have I been able to enjoy these fine games. So let that be a warning.

Mark O'Neil, via e-mail

Yes, for some strange reason it is often assumed that people only buy PCs to do boring stuff like spreadsheets and working out how much they owe on their mortgage. If you want a PC for kicking alien butt, you need to delve a bit deeper into the mysteries of what's inside the beige box, and be able to ask for exactly what you want. It's well worth the trouble to get the best graphics in gaming.

LOSING THAT LOVIN' FEELING

Hi GM,

I feel the games industry has gone downhill as technology has got better. I have always loved games for as long as I can remember, but just lately I walk into the shops and all I see are the same games. When I was young I would be lucky to get one game every few months and I would play them to death. Games like *Punchout*, *Mario*, *Sonic*, whatever. These games always had me hooked. Nowadays I feel I just can't be bothered. I must have more than 60 titles across different formats, but I play a level and get bored. I sometimes even find myself skimming through my titles and, although they are all good games, for some reason I just don't want to play any of them. Is this because I'm getting older, or have videogames just lost some kind of magic that used to keep me entertained? I think it's a bit of both, and with so many titles coming out I feel developers just need to get back to their roots, throw away the big storylines and hype and just make games that we want to play.

Danny Tanner, via e-mail

Ah, the tragedy of lost youth. Fear not, my friend, we're sure you're just adjusting to the new length of your attention span, and a whole new world of possibilities. It won't last; just take a break. Even ennui gets boring in the end – you'll soon be yearning to kill more hours in front of the small screen.

◀ If you get bored of gaming just have a break – have a, er, Lion Bar, like you just got for free!

GET WITH THE PROGRAM

Hi GM,

Conversation between two GM readers: "Aw, I wish I could be a games maker, and I am going to be! It's so easy!" "Yeah, we'll make games that are the ultimate, more succesful than *Vice City*!" My game-lovin' arse! I have just started programming. A basic thing, where

BONUS LEVEL

Paragraphs? Pah. Here's where we ruthlessly round up all your texts, root around in your email scraps and don't even stop short of dragging small bands of sentences ruthlessly away from their wordy mates in longer letters...

I thought you would like to know that the picture in issue 142 was of a Master System character called Alex the Kid!

Surely you mean Alex Kidd. It came out in 1986 so he's now Alex Dadd. Probably.

Do you know what would be a good idea? A game like The Getaway but set in Manchester with the Arndale and Urbis and stuff.

Bath would be better. We could then skive off for the afternoon round Dave's virtual house. Hang on a minute, we could do that anyway.

I think your Games Designers' Workshop compo is great. However, you could have compos for designing consoles and accessories.

Watch a space a bit like this but, erm, somewhere else in a future issue for a console designing compo.

I think there should be a game in which every character from every game can battle it out.

Baggsey not playing as Rayman.

I can't believe you

DON'T SWEAT IT, JOEL!

Hi GM,

I normally love your mag, but I'm extremley disappointed with two things. Firstly the Nokia N-Gage. I believe you were miles too harsh on this great machine – I nearly didn't buy it because of what you said, but I'm so glad I did! The console didn't sell well because of you, probably. Yes it's pretty big, but the graphics of *Tony Hawk's* and the MP3 player make it one of the best phones Nokia have done. You can't keep comparing it to the GBA when it's in a league of its own! Secondly, *Donkey Konga*. I don't know what Joel Snape is on but I totally disagree with the pathetic score of 60%. The songs are excellent even in Japanese, the bongos are extremely well-made and would only break if you hit them as hard as he was doing, and it does get extremely difficult in Expert mode. I've been playing it daily since Christmas and have never got bored! I also have an extra bongo, which makes the game even better! I certainly wouldn't have more fun with 'some pans and a stuffed monkey' as Joel so wrongly stated. That's all I have to say. I'm now off to bash my bongos with Donkey Kong and Diddy.

Martin Owen Turner, Essex.

Well, Martin, you have to take your entertainment where you can find it we suppose. As far as the N-Gage goes, it may well be one of the best phones – you can play PSone-standard games on it, after all. Our point is that it doesn't come close to the GBA as an actual games machine at the moment. As for the bongos, Joel maintains that Donkey Konga is simply a gaming midget in comparison with Samba de Amigo – and his stuffed monkey agrees.

something appears if your cursor goes over an object, took me an hour. Just imagine, typing out a whole game. It would take ages. So I'm asking for a "Praise the Developers Day" or something like that. Please, don't think it's easy. Respect what they do, it takes years of training!

Joe Lewis-White, Leeds

Well, quite – that's why we stick to playing the games. Hell, it's more fun. Though we do like doing that thing where the whole screen has "GamesMaster is great" scrolling all over it in different colours.

PEDANTS' CORNER

Hi GM

I've looked at a number of magazines and I've noticed that first you called FPSs shoot-'em-ups. There's nothing wrong with that because you shoot them up. But I've seen things like sail-'em-up, drum-'em-up (*Donkey Konga*) and stealth-'em-up (*Splinter Cell*). How can you sail someone up?! I'm sure there are other ones as well. This is stupid. Hasn't anyone noticed?

Aidan McDonagh, e-mail

Okay, so there may be a slight departure from literal meaning, but please allow us harmless drudges a little frivolity. By the way, if you've never sailed someone up, you haven't lived.

OLD-SCHOOL TIES

Hi GM,

Can you please tell me the problem with NESs, Super NESs and N64s?! Because whenever I go to school and say I like them, people laugh at me and call me names like 'old-fashioned' etc... But in my eyes they're three of the best consoles around, because they have brill games like *Kickle Kubicle*, *Super Mario Bros*, *Zelda: The Ocarina of Time*, and let's not forget the hardest *Mario* around: *Super Mario 64*! And I'm only 13. They may not have the best graphics in the world but I, personally, don't look for graphics, I look for gameplay and storyline. So honestly now... what is the problem with them?!

Tom Horton, Warrington

Simple – there isn't one. We agree with you – all three are great machines, with a back-catalogue of games that can still offer hours of entertainment. The capabilities of games and consoles are expanding all the time, which is fantastic, but an interest in 'retro' gaming is more than respectable – and very common. You're just ahead of your mates in being able to see that there's more to games than how fancy the graphics are.

EASTERN PROMISE

Hi GM

Why do all the Armenians think that they are better gamers than us, the British? I was playing *Diablo 2: Lord of Destruction* (great game) and some Armenian said to me, "I bet my sorceress can beat your barbarian easily!" So I said, "Bring it on." (I won't say what I actually said.) So a few minutes later he came back online and we had a fight and I won. (The British are always the best.) Then he said, "It was lucky that you won, I can beat you any time I want to." Then he went offline. Later that day I went on *Counter Strike* (another great game) and another Armenian came online and said, "Where are you from?" so I said, "I'm from England," then he said, "Ha ha, you British are crap at shooting games, I will kill you within seconds." So I found him and killed him in one head shot. Again he said, "You were lucky" and went offline. I just want to know, do you think the British are better than the Armenians? And do you think that there should be a games war between the British and the Armenians to finally find out who is better? I think the British are better, don't you?

Those Armenians, eh? Good at growing grapes, crap at *Counter Strike*.

Lee Mason, Bolton

Well, well – we learn something new every day. We're sure the British are the best at games, but we never knew that Armenia (capital Yerevan, population 3.5 million, former member of USSR bordering Turkey, Azerbaijan and Georgia) was such a hotbed of online gaming action.

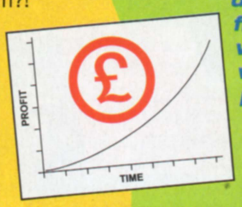
MONEY MATTERS

Hi GM,

I'm not made of money, but as soon as we get one thing another comes out! Everything is so expensive that I don't know what to spend my money on. Couldn't they cut down the price of the games from £40 to around £30? I mean, they cannot honestly tell you that each copy of the game costs £40 to make! To tell the truth, I think that both us and the manufacturers would be better off with just one system. But no – all the companies are really interested in are profits. Isn't the real meaning of gaming to bring people together? How can I play *THUG* online with my friend down the road if he doesn't have the same console? Okay, if he was just down the road he could just come over and play, but that's beside the point... Couldn't all the consoles just work together?

Richard Evans Buckinghamshire.

Well, you've answered your own question there – at the end of the day, profits are what drives the whole games industry, just like every other industry. Until a benevolent, game-obsessed billionaire decides to pay people to develop games and then distributes them free, we're stuck with paying whatever the publishers know they can charge – the price of games would only come down if no-one bought them at the higher price. There are some benefits to the old market forces lark, though – developers and console-makers have to keep trying to produce better stuff, so that people will buy their games and consoles rather than someone else's. If there was only one console, we'd be stuck with it even if it was crap, because it would be the only way of playing any games. We reckon it's better to have a choice of good, if pricey, stuff than to put up with the gaming equivalent of the Trabant.



You can now TEXT Your Shout on 84600

If you don't feel like penning an elegant epistle, or you're seized with a brilliant idea while you're on the bus and e-mail just doesn't seem immediate enough, you can now send your nuggets of genius to Your Shout from the comfort of your mobile. Text GM SHOUT plus your comments to to the number above for just 25p.*

actually gave Zelda the Windwaker first place in the 2003 thing. It might be a good game but Metal Arms' Glitch in the System is better.

Looks like your text got cut off before you were able to say "If you like comedy robot games or are completely insane".

I was told that PS2 controllers work on the PSX and PSone consoles and won't break them. Is this true?

Yes, unless you twirl the controllers around your head before slamming them into the consoles once sufficient momentum has been reached.

I'm writing to say, who cares whether Xbox is more powerful or PS2 has more games to choose from? If we all just stopped arguing and just agree.

What a wonderful world it would be. But not half as much fun. We don't want a Console Festival of Peace and Love we want a Console War!

How come with your tips the winning tip is always for a rubbish game? For example,

I would like to know Enter The Matrix tips more than Pokemon tips.

That's democracy. All that needs to be done for evil to prevail is that good men do nothing. So send in your tips.

In issue 144 what the hell is going on on page 31? There was this black dude singing really loudly when you opened the booklet! Who is he?

He's a Sonic, apparently. Head to sima.com to find out more. The actual music came courtesy of Project 2020. Word to your brother!

GM ART HOUSE

» Are you a whizz with the old felt tips? A demon with the crayons? Or even the prince of the pencil? Well we really want to see those pictures, so get scribbling now, and don't forget to include the coupon on page 65!

A suitably chunky and powerful *Gotcha Force* image by Ewan White from Renfrewshire.

Ratchet and Clank are joined by an assortment of chums in this pencil-work by Christine Le Blond of Selby.

Duane Chin-Yue from Peckham proves he has the attention span for drawing, if not for games, with a *Wario Ware* montage.

Top marks go to Alex Buckingham from Kent for this striking image of *Viewtiful Joe*.

Becky Moore from Liverpool has turned the *GM* team into funky cartoon animals. Er, cheers.

Holly Ringsell from Chelmsford is celebrating Sonic's PlayStation debut with this colourful trio.

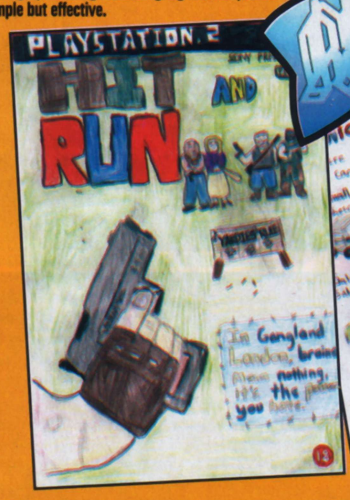
This great painting of Yuna from Final Fantasy is by Vanisha Salhotra of Gravesend.

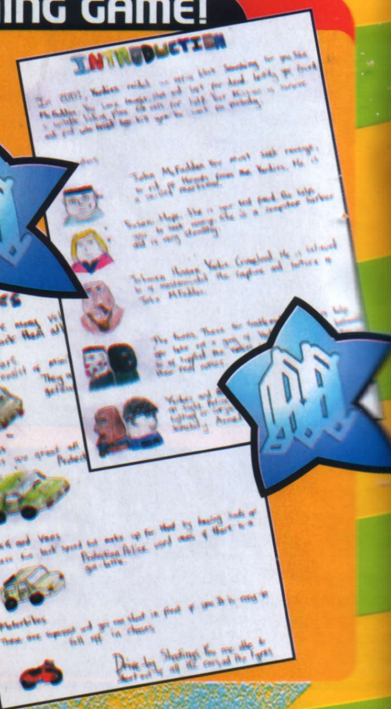
GAME DESIGNERS' WORKSHOP

» Robert Coulthard from Barnsley has come up with a novel game concept based on being either a pilot or passenger on Concorde. You have to design your character, whether they're a passenger or one of the crew, then you get to fly to a world location of your choice and explore to your heart's content. As a mixture of *The Sims*, *Flight Simulator* and an online holiday brochure it's certainly different – just a shame that Concorde doesn't actually fly any more...

THIS MONTH'S WINNING GAME!

▶ Marcus Cuthbert from Newport is this month's winning designer with a well-structured stealthy shooter. You play John McFadden, out for revenge on the London gangsters who tried to kill you. As well as sneaking around and hacking into computer systems with the help of your best mate, Susan Hope, you also get to drive, shoot and fight, avoiding both the gang and the police. Simple but effective.

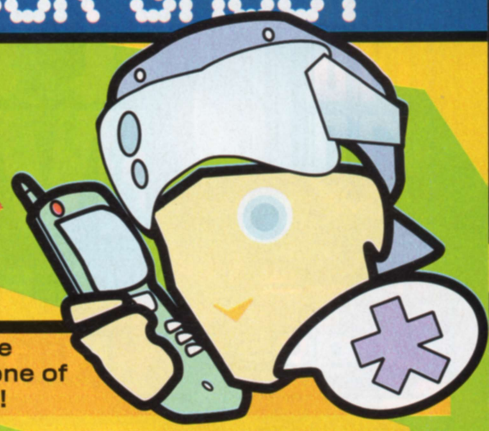




How to Enter

Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on p65. If you win, you'll get a game on a format of your choice.

OUT NOW!



Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

Need For Speed

PRICE: £40 PUBLISHER: EA

REVIEWER

Kate Wilson

For a start, this is no driving sim. It is about fun, not realistic handling, and about feeling really cool when you dodge oncoming traffic at 130mph in a neon-clad. It's just pure beauty. Honestly, even as a gamer who is into *GT3* and footy management, I love it! I agree with some of the critics of the game that having 113 races could make it quite boring, but EA have taken plenty of countermeasures to prevent this. The best of these is countless unlockables. Everyone enjoys unlocking stuff to make your pride and joy look that bit more classy, with different paint jobs and stickers and so on. Another bonus is the multiplayer. Whether you're playing the game split-screen against a mate or online in tournaments against people from other nationalities, racing past all the other competitors in a car that *you* have tuned to *your* preferences just feels so slick. Graphically it's superb, and it's definitely a best buy with a network adapter. I definitely recommend it to you from what I have seen of the game so far. I give it 10 out of 10 for style, looks and performance.

Need for Speed might not be very realistic, but that's not the point – the idea of this game is to have loads of fun.

Midtown Madness 3

PRICE: £40 PUBLISHER: MICROSOFT

REVIEWER

Michael McQuillan

I recently got an Xbox package for Christmas. Many people say that in packages there is one game you really want (in this case *Halo*) and one you don't want (*Midtown Madness 3*). In the case of this bundle, that's wide of the mark, as both are fantastic games. I am not a serious racing fan, but *Midtown Madness* is fast and extremely fun. You can choose to do missions in either Paris or Washington – these missions are things such as 'Pizza Boy', 'Taxi Driver' etc. This is hardly a novel idea but it is fantastically implemented. You can also do blitzes (time trials) in the cities. The true strength of the game is not the single player but the live capability, as you can race with people all over the world. However, you do not start with all the cars, you earn them by doing the missions – for example, to get the Mini you have to complete the first three blitz races in Paris. If you want a racing game but don't like the idea of career racing instead of just casual racing, this is the game for you.

▲ *Midtown Madness* has all the fun of city racing without the need to bother with serious Career Modes or car tuning.

Tenchu: Wrath of Heaven

PRICE: £20 PUBLISHER: ACTIVISION

REVIEWER

Tom Wall

Tenchu: Wrath of Heaven is an excellent game where you get to play as three remarkable characters with their own special abilities, which can be unlocked throughout the game. The characters you choose between are Rikimaru, the leader of the Azuma Shinobi-Ryu sect; Ayame, the young Azuma who is as sharp with her tongue as with her sword; and Tesshu, a mercenary out to collect bounties who crosses paths with the Azuma several times in the game. The thing that makes this stand out from all the other Tenchu games is the multiplayer option, which I found to be a great addition. In multiplayer mode you can play six co-operative missions or a death match, which can be played in a variety of locations. In death match you're not restricted to three characters but can unlock others by playing through the story mode. The extra characters include bosses too. I think the graphics in this game are very good and the stealth kills are amazing. I think this is a truly magnificent game and I can't wait for its arrival on the Xbox, but the PS2 version is excellent. If you don't have this game, go and get it now!

The multiplayer and co-operative options add a lot more depth and richness to *Wrath of Heaven*.

Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of GM just mark your letter either 'Your Shout', 'Cart Boot', 'Art House' or 'Game Designers' Workshop' and bung in this coupon with your submission. Simple. Now send the bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Do it now! If you don't want to hack up your GM, scribble it all down on a bit of paper.

My name is: _____

My address is: _____

_____

_____

My age is: _____

The bit of GM I like is: _____

The bit of GM I hate is: _____

Stick a pic of yourself here if you want to see YOUR face in GM!

To get your stuff in GM send it to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

This month's GM survey questions are...

Which are the best dunking biscuits – rich tea or digestives? And what's the tastiest spicy food – curry chilli? And who's the stealthiest sneaker – Sam Fisher Solid Snake?

RICH TEA OR DIGESTIVES? _____

CURRY OR CHILLI? _____

FISHER OR SNAKE? _____

Check back next month for the results!

Result!

In GM144, we asked you: the best winter pastime – sledging or snowball fights? The best cold-climate animal – penguins or polar bears? And the most boring TV subject – houses or gardening?

SLEDGING OR SNOWBALLS: ...Snowballs

PENGUINS OR BEARS: ...Penguins

HOUSES OR GARDENING: ...Gardening

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House' or 'Game Designers' Workshop'!

Games Master

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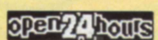

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GMM 24319

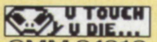
GMM 24318

GMM 24317

GMM 24316

GMM 24315

GMM 24314



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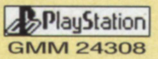
GMM 24312

GMM 24311

GMM 24310

GMM 24309



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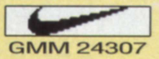
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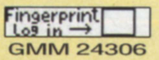

GMM 24306

GMM 24305

SCREENSAVER

GMP 50004

Ringtones

		Mono	Poly
HITS			
Black Eyed Peas	Where Is The Love	GMM 45400	GMP 79667
Beyonce Knowles	Crazy In Love	GMM 45401	GMP 79237
Sean Paul	Get Busy	GMM 45402	GMP 79019
DJ Sammy	Heaven	GMM 45403	GMP 76994
Evanescence	Bring Me To Life	GMM 45404	GMP 79119
Coldplay	Clocks	GMM 45405	GMP 78160
White Stripes	Seven Nation Army	GMM 45406	GMP 78821
Blu Cantrell	Breathe	GMM 45407	GMP 79290
Basement Jaxx	Lucky Star	GMM 45408	GMP 76922
Beyonce	Me,Myself+I	GMM 45409	GMP 76946
Kylie	Slow	GMM 45410	GMP 75079
Hip/Hop			
Obie Trice	Got Some Teeth	GMM 45411	GMP 74137
R Kelly	Ignition	GMM 45412	GMP 79043
Jay Z+Pharrell	Excuse Me Miss	GMM 45413	GMP 79011
Busta+Mariah	I Know What You Want	GMM 45414	GMP 79117
DMX	Where the Hood at	GMM 45415	GMP 72774
50 Cent	PIMP	GMM 45416	GMP 70566
50 Cent	In Da Club	GMM 45417	GMP 77949
Eminem	Cleaning Out My Closet	GMM 45418	GMP 76327
Puff Daddy	Missing U	GMM 45419	GMP 77638
Eminem	Lose Yourself	GMM 45420	GMP 77915
50 Cent	21 Questions	GMM 45421	GMP 79236
Eminem	Without Me	GMM 45422	GMP 75782
DMX	X Gonna Give it to Ya	GMM 45423	GMP 79012
Rock			
The Darkness	I Believe In A Thing Called Love	GMM 45424	GMP 79744
ACDC	For Those About To Rock	GMM 45425	GMP 77763
Motorhead	Ace of Spades	GMM 45426	GMP 77103
Aerosmith	Walk This Way	GMM 45427	GMP 79066
Europe	Final Countdown	GMM 45428	GMP 75655
Stone Roses	Fools Gold	GMM 45429	GMP 70917
Guns N Roses	Sweet Child o Mine	GMM 45430	GMP 72161
Led Zeppelin	Kashmir	GMM 45431	GMP 79267
Meat Loaf	Bat Out of Hell	GMM 45432	GMP 70630
Van Halen	Jump	GMM 45433	GMP 75137
Iron Maiden	Rain Maker	GMM 45434	GMP 76948
Beatles	Hey Jude	GMM 45435	GMP 70022
Black Sabbath	Paranoid	GMM 45436	GMP 77099
Dance			
XTM	Fly on the Wings of Love	GMM 45437	GMP 79164
Bhangra Knights	Husan	GMM 45438	GMP 79039
UD Project	Summer Jam	GMM 45439	GMP 72358
Benni Bennassi	Satisfaction	GMM 45440	GMP 79255
Love Inc	You're A Superstar	GMM 45441	GMP 77432
Ganga Kru	Super Sharp Shooter	GMM 45442	GMP 72859
Jaimeson	Complete	GMM 45443	GMP 79746
Tomcraft	Loneliness	GMM 45444	GMP 78802
Ultrabeat	Pretty Green Eyes	GMM 45445	GMP 79790
Kylie	Can't Get You Out of my Head	GMM 45446	GMP 74005
TV			
Only Fools + Horses		GMM 45447	GMP 70117
Muppets Mahna Mahna		GMM 45448	GMP 78378
Miami Vice		GMM 45449	GMP 76079
Professionals		GMM 45450	GMP 70119
Starsky+Hutch		GMM 45451	GMP 76868
Minder		GMM 45452	GMP 70752
Danger Mouse		GMM 45453	GMP 76368
Steptoe+Son		GMM 45454	GMP 70582
Scooby Doo		GMM 45455	GMP 70123
Top Cat		GMM 45456	GMP 70380
Simpsons		GMM 45457	GMP 70441
A-Team		GMM 45458	GMP 76230
Muppet Show		GMM 45459	GMP 70114
Match Of The Day		GMM 45460	GMP 70255
Banana Splits		GMM 45461	GMP 76355
Classic Game Tones			
Super Mario World			GMP 78293
Super Mario Cart			GMP 77913
Street Fighter			GMP 78317
Sonic The Hedgehog			GMP 78233
Sim City			GMP 78298
Ridge Racer			GMP 77972
Desert Strike			GMP 77740
Donkey Kong Country			GMP 77751
Final Fantasy 7			GMP 77887

Java Games

Phone Model	Game Code
Nokia 3510i	GMGG 8432
Nokia 5100	GMGG 1493
Nokia 6100	GMGG 9465
Nokia 6610	GMGG 1199
Nokia 6800	GMGG 9305
Nokia 7210	GMGG 3326
Nokia 7250	GMGG 7124

Name:
Tom Clancy's Splinter Cell® Extended Ops.
Category: Stealth / Action

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Name:
Tom Clancy's Splinter Cell®
Category: Stealth / Action

"Sent where no one else can go to do what no one else can do"

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Phone Model	Game Code
Motorola T720	GMGG 7845
Nokia 3100	GMGG 6473
Nokia 3300	GMGG 7054
Nokia 3410	GMGG 8679
Nokia 3510i	GMGG 3220
Nokia 3650	GMGG 4335
Nokia 5100	GMGG 8727
Nokia 6100	GMGG 2427
Nokia 6610	GMGG 2166
Nokia 6800	GMGG 4720
Nokia 7210	GMGG 5018
Nokia 7250	GMGG 7724
Nokia 7650	GMGG 2670
Nokia N-Gage	GMGG 9766
Siemens M55	GMGG 2370
Siemens S55	GMGG 4617

Phone Model	Game Code
Nokia 3100	GMGG 2431
Nokia 3300	GMGG 2112
Nokia 3510i	GMGG 2953
Nokia 3650	GMGG 2331
Nokia 5100	GMGG 3410
Nokia 6100	GMGG 4183
Nokia 6610	GMGG 8415
Nokia 7210	GMGG 4041
Nokia 7250	GMGG 9985
Nokia 7650	GMGG 3562
Nokia N-Gage	GMGG 4068
SagemMy V-65	GMGG 2948
Sharp GX-10	GMGG 6384
Sharp GX-20	GMGG 2009

Name: **XIII**
Category: Action / Shooter

"Will you penetrate the mystery?"

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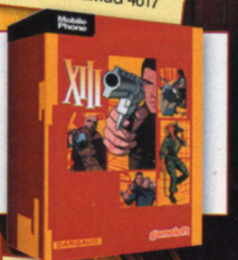

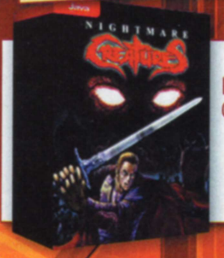

Name: **Nightmare Creatures™**
Category: Beat'em All

"Time to face you worst nightmare!"

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Phone Model	Game Code
Nokia 3100	GMGG 8594
Nokia 3300	GMGG 8291
Nokia 6100	GMGG 1569
Nokia 6610	GMGG 8821
Nokia 6800	GMGG 3801
Nokia 7210	GMGG 6958
Nokia 7250	GMGG 4522
Nokia 3510i	GMGG 4050
Nokia 5100	GMGG 8332

Real Sound Tones

Human Sounds		Animal Sounds	
Burp	GMP 79879	Chimp	GMP 79170
Long Fart	GMP 79880	Cow	GMP 79171
Short Fart	GMP 79881	Cuckoo	GMP 79198
Devil Laugh	GMP 73391	Donkey	GMP 79173
Little Scream	GMP 73439	Elephant	GMP 79174
Monster Scream	GMP 73444	Frog	GMP 79199
Dentist Drill	GMP 75249	Horse	GMP 79178
Throwing Up	GMP 79945	Lion	GMP 79180
Gargle	GMP 72982	Parrot	GMP 79206
Yodel	GMP 73007	Pig	GMP 79183
Sucker	GMP 79955	Rooster	GMP 79185
Clapping	GMP 72981	Sheep	GMP 79186
Whistle	GMP 79967	Snake Rattle	GMP 79187
		Wasp	GMP 79207
		Wolf	GMP 79190

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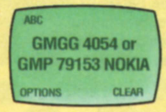

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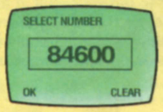

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- You are able to access WAP services (for specific items that require WAP to be used to retrieve them to the mobile phone) or any related transmission system.

By ordering via Premium Reverse Billed SMS ("PSMS") you agree to the order amount being charged directly to your mobile phone account. This amount will be deducted by your network operator at the time of ordering therefore you must ensure you have sufficient credit on your phone. When ordering via PSMS, you agree to incur any additional costs related to sending SMS messages to trigger the order. You must be 16 years or over to use this service.
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NEW GAME REVIEWS

BRITAIN'S BEST REVIEW ZONE! ♦ BRITAIN'S BEST REVIEW ZONE! ♦ BR

REVIEWS EDITOR

You just can't beat the *Transformers* for value. Not only are they two toys for the price of one, but they also make for a damn fine videogame. And we're in a positions to tell you this as we've got the exclusive review. So there. Throw in a *Splinter Cell*, a *Metroid*, a *Final Fantasy*, a *Metal Gear* and a *Pokémon* and you can see why we always look so happy on this mag...!

» Dave Harrison

» SPLINTER CELL: PT

p.94

» MGS: TWIN SNAKES

p.80

» THE SCORE

90 to 100% Tippety top cream of the crop. If you own the console, buy this!

80 to 90% A great game. If you like the sound of it, you should get it in.

70 to 80% Neat enough but a little lacking. Still, if you really must have it...

60 to 70% A game scuppered by an annoying flaw or two. Shame.

50 to 60% Above average but only just. Spend your cash elsewhere.

40 to 50% Quite simply not very good. We played it – we didn't like it.

30 to 40% Oh dear. Perhaps the programmers should play some 'games'.

20 to 30% What the...?! This looks awful and plays awful as well.

10 to 20% Not a videogame at all but a device of mental torture.

0 to 10% Like dangling your diddlies in a mincing machine.

» THE VERDICT

Factpack
The stuff you need to know...

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

A Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography
These guys have also made...

FIFA '98	68%
FIFA '99	90%
FIFA 2000	78%
NHL 2000	45%
NBA LIVE 2000	91%
MADDEN NFL 2000	58%

A Are the game's makers hot or not? Want to know what games they've made before? It's all here!

V If the game scores over 90%, GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

GAMING MASTERPIECE

» The final verdict in one snappy soundbite with the only score that counts at its side.

V It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:

Graphics: What does it look like? Does it move smoothly? Enough variety?

Gameplay: Does the game *work*? Is it satisfying and fun to play or a pain in the cheeks?

Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable, and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall 70%

REVIEWER

Dan Dawkins

OUT: 9TH MAY | **FORMAT:** PS2 | **PRICE:** £50 | **DEVELOPER:** MELBOURNE HOUSE | **PUBLISHER:** ATARI | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 020 8222 9700 | **PLAYERS:** 1

The **coolest toys ever** wage war on dull mech games, but fail to transform an enjoyable **arcade blast** into Prime property...

Transformers

Story Time

A group of kids find the Mini-Cons – tiny, powerful robots – on Earth. The Autobots (goodies) and Decepticons (baddies) race to find them...

▲ The game starts with a colossal battle on the Transformers' home planet Cybertron, where Prime learns about the Mini-Cons.

▲ The adventure leads him to the Arctic, where he finally scuffs up Starscream and learns about Megatron's secret plans for the Mini-Cons.

▲ The gane culminates on a Pacific island, at Megatron's heavily guarded base. Well, until they return to Cybertron and a killer twist awaits...

Autobots Unite!

Choose from three heroic Autobots, Optimus Prime, Hot Shot and Red Alert.

▲ The boss man transforms into an articulated lorry and can smash foes by ramming into them.

▲ Red Alert is camp as Christmas but perfect for the snowy levels thanks to his off-road van form.

▲ Hot Shot is the token fast-but-weak character, who moonlights as a reasonably sexy sports car.

This review ends in 1143 words. Well, 1141. Whatever. The key point is that it *ends*. You might be rolling your eyes in confusion, but... wait, this is going somewhere. 1117...

The point is, we all need limits. Motorways have speed restrictions. Sentences have full stops. This review ends in 1097 words. But imagine this review didn't end over the page. Imagine it didn't end over the *next* page, but sprawled out over the entire magazine, possibly fizzling out on page 107. And started again next month in the middle of another review. Imagine how you'd feel. Lost? Frustrated? Intrigued? Or in other words, *exactly* like you do in the most annoying bit in Atari's 80% thrilling, 20% maddening *Transformers*.

Softography

These guys have also made...

Bugs Bunny: Lost in Time	57%
Bugs & Taz: Time Busters	56%
Looney Tunes Racing	61%
Looney Tunes: Space Race	60%
Le Mans 24 Hours	78%
Grand Prix Challenge	87%

CONFUSION

In some levels, you're going to get lost. Not just momentarily muddled, like when you're driving down a sidestreet in *GTA: Vice City*, but well and truly daunted, like the first time you tramped the Hyrule plains in N64's *Legend of Zelda: The Ocarina of Time*. Mercifully, the game's clever enough to hint at your next move, but never kind enough to flash a giant arrow and point. For every time you delightedly stumble onto the mountain path, noticing a subtle difference in gradient and underfoot shade, you'll be fumbling around in featureless ravines, struggling to get your bearings while being bombarded with lasers from airborne robots. You'd be forgiven for thinking the level will never end.

Level Best

The adventure takes place over eight locations, from the sun-soaked hills of the Amazon to the treacherous Mid Atlantic and eventually leaving the earth entirely. Here are some of the early highlights...

▲ The game kicks off in the Amazon, characterised by sweeping hills and some wide open planes. It's a gentle way to get your bearings.

▲ The Antarctica level is blighted by tricky ice floe platform sections and huge ravines – not the ideal location for your first battle with Starscream.

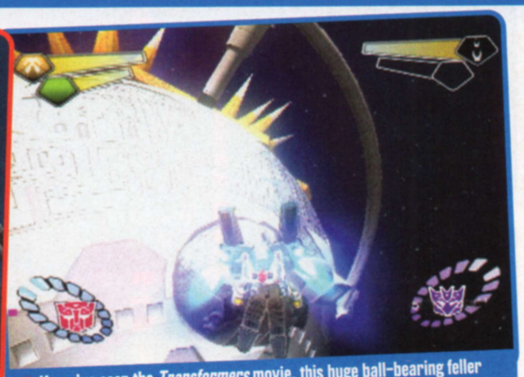
▲ The Deep Amazon is the best-looking level in the game, with this huge Mayan pyramid and some stunning lens-flare effects.

Level Better

As the action heats up, you hit the snowy wastes of Alaska (ironic, huh?), before blasting into space for the final showdown on the Transformers' home planet, Cybertron.

▲ The Mid Atlantic level sees you gliding between rocky outcrops and trying to board the Decepticons' heavily armed naval base.

▲ Just when you think you've finished the level, the naval cruiser transforms into the impossibly huge boss, Tidal Wave.



▲ If you've seen the *Transformers* movie, this huge ball-bearing feller might ring a few bells. Or, rather, attempt to crush you like a bug.

The Best Bit

Creating carnage out of metal body parts till you can only just make out your Powerlinx buddy.

The Decepticlones come in all shapes and sizes, like this heavily armoured spider.

Prime is slow but powerful, and can ram through foes like skittles.

Factpack

The stuff you need to know...

Levels	8
Mini-Cons	40+
Autobots	3
Mini-Con combos	29,000+

▲ The huge blue light signifies the opening of a warp gate, which you can enter mid-level to change your character, or alter your Mini-Con configuration. Oh, and you can save your game too.

BIG NEWS

Why? This game is *huuuge*. Not in terms of the number of levels, but the sheer scale of each environment. It's like unfurling a giant Ordnance Survey map and plonking a tiny ant in the middle. In levels like the Deep Amazon, you can stand atop a mountain and see for virtual *miles*. It's staggering. Better yet, if you can see a distant object, you can reach it. On foot, by car, or using glider wings like some preposterous robotic sycamore leaf... but more of that later.

The graphics are stunning. Remember the second level of *Halo*? Look up to see distant mountain ranges flanked by hulking dropships, or look down to see individual mottled blades of grass. In terms of ambition, no other PS2 game comes close. Sunbeams spray through leafy canopies, water gurgles with icy translucency and robots explode into hailstorms of chunky Lego. When you zoom in on the sweeping landscapes, the graphics don't pixellate, but soak up the resolution in crispy detail.

If you're not familiar with the Transformers – say, you've recently moved from the Congo or been blessed with the attention span of... Look! Jade Goody on a unicycle! – then there are three things you need to know: 1) The toys were launched in the 1980s, remarkable for being kick-ass robots that transformed into cool objects such as sports cars, jet fighters and, er, *microscopes*; 2) The toys were rubbish, taking 10 minutes to transform and snapping at a whisper of physical contact; 3) The comics were brilliant, exploring complex human emotions through the medium of explosions and intergalactic combat. How do you combine these elements into a videogame? Er... well... Look! Peter Andre on a quad bike!

...This game is huge. it's like unfurling a giant Ordnance Survey map and plonking a tiny ant in the middle...

GREAT & GOOD

Success: Developers Melbourne House have ditched the turgid mech-game template – slow, strategic and daunting, like *Armoured Core 3* – for an arcade blaster with the immediacy of *Medal of Honor*. Depth is provided

Easy Glider

▲ Notice the flashing yellow blob on the faraway rock formation – that's a Mini-Con pod.

▲ The trick is to glide over verrry slowly, taking care not to dip and lose height.

▲ If you've balanced carefully, you'll land on the rock and can claim your prize.

Transform An Orderly Queue

Finally, clear visual proof that the toys were rubbish. While in real life you'd be knotting your hands and wondering where to hide the clip-on missiles, in *Transformers* the game, the Autobots become cars in a glorious split-second, leaping high into the air before skidding off. As Hot Shot demonstrates below...

Here's Optimus Prime storming along in his robot form...

...One tap of △ and some nifty animation kicks in...

...then a split-second later the 18-wheeler is in action.

Who Are The Mini-Cons?

They're little robots dotted over each level who act as power-ups. There are more than 40 in total, belonging to different families of stealth, defence, attack or travel. You can only equip four at any one time – one per shoulder button – so balance your skills carefully.

▲ We can't get enough of this *Predator*-style stealth shield. Observe...

▲ Where's he gone? Oh, all right, it's not perfect but your foes will be muddled.

▼ Some Mini-Cons combine better than others, so experiment at the HQ.

▼ Witness the Deflector shield.

Our faves are the invisibility shield, and the *Matrix*-aping EMP pulse...

One Mini-Con lets you observe energy sources and villains in filter-vision.

Powerlinx!

Your 'bot is accompanied by a Powerlinx buddy, who can slip into your chassis at any time (just press ◎).

This creates a devastating bullet-time attack. The twist? It, er, makes the screen go temporarily brown.

In bullet time, as usual, time moves slowly, so it's easier to dodge missiles and nail your foes.

Downside? Your energy constantly drops when the Powerlinx is connected, so you need to use it sparingly.

Tidal Wave

We've mentioned it already, but this boss battle is one of the most impressive of any PS2 game. Observe...

After transforming from a naval cruiser into a huge robot, Tidal Wave waddles ominously over the horizon...

...before unleashing this unholy payload of full-screen rocket death. Run, Optimus, Run! And, er, use your shield will you?

Like all stupid giant robots, Tidal Wave's weak point is his pea-sized head. Use the Sniper Rifle for a relatively quick victory.

Trust us, you won't be laughing when you climb up the wall and get shot off. Bah.

▲ The icons at the top of the screen show the energy level of your Mini-Cons (one per shoulder button).

▲ Yes, you're required to jump along slippery platforms with a robot the size of a house. Nggggh...

by more than 40 Mini-Con power-ups – little robot men who act as weapons, shields or wings – who can be combined to varying effect. The Transformers feel realistically 'heavy', skidding to a halt through clumsy momentum and delivering shattering melée blows. The pad clonks and buzzes with every footstep, creating a genuine sensation of controlling a 10-foot lump o' metal.

OFF FORMERS

Failure: The robots feels like 10 foot lumps o' metal, and some situations require a lighter touch than an astronaut's fart. In the Antarctic, you'll be leaping between platforms with the surface area of an ice cube. In the Amazon, you'll be edging along crumbly mountaintop paths above 60ft ravines. In the Mid Atlantic, you'll be walking – or *driving* – along the seabed, looking for slightly different-coloured sections where you won't sink, and

> "...the pad **clonks** and **buzzes** with **every footstep**, creating a genuine sensation of **controlling** a 10-foot **lump o' metal**..."

jumping onto irregular-shaped rockfaces looking for a nook or cranny that won't send you skidding back like Johnny Vegas in polished clogs. And that's when you're not balancing on triangular mountain tips, preparing to glide – yes, *glide*, like Super Mario – over 100ft swathes of deadly ocean.

LEAP OF FAITH

Nnnngh. Sorry. We know that the Transformers are more *human* than the average mech, but this seems like an ill-considered – nay, ill-*designed* – attempt to avert the linearity of combat. At times, it works brilliantly – when you're speeding along as a car and transform *just* before you reach a ravine, propelling clean over the gap – but not when, say, you're trying to jump out of an icy canyon, slipping on the edge of knee-high platforms, or gliding clumsily onto a rockface with edges like a cornetto and slamming into a crumpled heap.

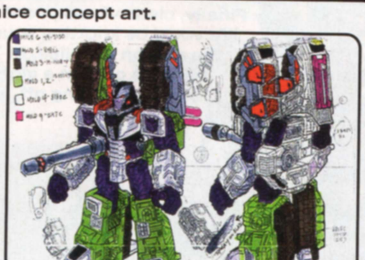
But, and this is the real transformation... at its frenetic height,

Art Imitating Strife

Yes, what we all love, for dying repeatedly to reach secret areas, is some nice concept art.

▲ Ah, lovely. A picture of Galvatron's tank form. Now *that* was worth six hours' sweary exploration.

▲ Concept art, movies and comic stills can be found on every level (over 50 in total).



▲ At least it's something for those who demand replay value for their £40.

Zoom In, Zoom Out

You really need to pick off your foes from a distance to avoid getting scuffed up at close range. By tapping the – fiddly – R3 stick, you can zoom in up to three levels of magnification. Practical, and – let's be honest – a great way to show off the graphics to your oafish pals.

▲ Hot Shot spots an incoming Decepticon drop-ship on the distant horizon, and steadies himself for an attack. Let's check the damage...

▲ A few clicks of the R3 button and you're zoomed right in on your foe. To be honest, this is best used on open-plan levels to suss your route.

The level of detail on the foliage is incredible. Yes, we should get out more.

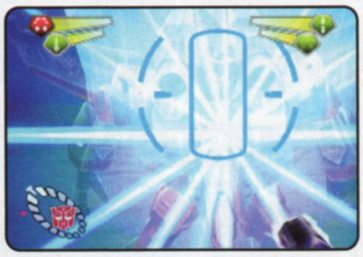
These Decepticlones are agile, heavily armoured and pack lethal swords.

The levels are massive, but key locations are signified by huge vertical light beams.

Starscream

We couldn't resist showing you this climactic showdown with Starscream...

▲ An annoying, disloyal creep he might be, but he can transform into a rocket-packing jet fighter.



▲ When he stops flying around, nail him hard with your level four blaster weapon. Aiieeee!

▲ And don't be afraid to drive like the clappers when he gets airborne and bombards your metal ass.

Atari's robot war is dazzling. Tearing down a mountainside as an articulated lorry, you can bash into a pack of foes, sending 'em scattering like skittles. Or steam into the crowd, transform in mid-air (just tap Ⓐ for the iconic 'wach, kerrr, ker, ker' sound) then spin around and nail the remaining 'bots with heat-seeking missiles. Words can't do it justice. Like *Devil May Cry*, the joy is the fluidity and intensity of the action. You could pinpoint the synergy of sound, visuals and Dual Shock feedback, but – hey – you just feel *cool*.

SERIOUS SIZE

Boss battles are incredible. Robot-turned-jet-fighter Starscream cackles maniacally before launching skywards and peppering your hapless 'bot with missiles. The screen pans out majestically and, suddenly, the focus has shifted from frantic close-range combat to long-distance sniping, juxtaposed with periods of frantic driving along the open plains. One boss, Tidal Wave, takes up an entire screen – over 300ft tall – after transforming from an aircraft carrier. On PS2, there's nothing to touch it. Fans of the comics will be delighted(ish), with cameos from Cyclonus, Galvatron and the *planet*-sized Unicron.

TOUGH CHOICES

Transformers is hard. Dive in cack-handed, and you'll be reverse-engineered with a rainbow of lasers. Even standard foes need to be approached with strategic trepidation. Zoom in, pick off. Charge in, zip out. Your choice of Mini-Cons is essential to your strategy. Do you creep in with stealth camouflage and sniper rifle? Or blast through with enhanced melee attacks and Flashbang rockets? Either way, when you effortlessly dispatch a scrum of 'bots – body parts cavalcading around your spotless paintwork – you'll flush with pride.

It's the *Max Payne* of mech, lubricating frenetic combat with the 'Gotta catch 'em all' lure of the Mini-Cons. Heck, you can *be* Optimus Prime. Part 18-wheeler, part *Steel Battalion*, he's like the Swiss Army knife of '80s toys. So, a surprisingly good game, then, but with a few months' more development, some intriguing puzzles perhaps, more playable characters (where's Sideswipe? Or, er, Bumblebee?), a split-screen mode, and greater precision in your interaction, this could've been a classic. But, hey, everyone's got to stop somewhere, righ... oh, bugger.

Warp Gates

There are about three conveniently positioned warp gates per level, that let you save your game and power up. They're also a great way to revisit your favourite locations and collect hidden Mini-Cons that you missed, or didn't have the skills to reach, first time out.

▲ Note your energy bar on the bottom left. Prime is currently glowing with health. Robot health.

Attack Of The Decepticlones

Due to licence restrictions, the Autobots and Decepticons aren't allowed to die. Cue the invention of Decepticlones...

▲ These clunky bad boys appear as early as the first level, combining legs of lead with superior armour and a deadly knockdown laser attack.

▲ These flying Decepticlones are lethal, and can reduce you to scrap within seconds using their targeted bursts of laser fire. EMP 'em to the floor and BANG!

Judgement

GRAPHICS Fluid transformations, rich weather effects and staggering scale. Very impressive.

GAMEPLAY Instantly accessible with FPS leanings, but the Mini-Cons lend a layer of variety.

LIFESPAN Rock hard with lots of Mini-cons and eight huge levels, but easy to bypass sections.

A confident, playable, arcade shooter that almost does justice to a fantastic licence. Too short and fiddly to be a classic.

Overall

88%

REVIEWER

Jes Bickham

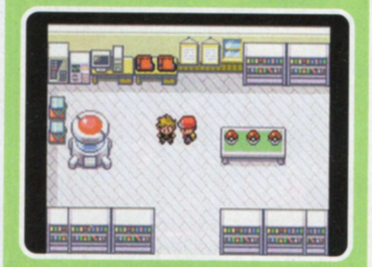
OUT: NOW (JAP) SUMMER (UK) | **FORMAT:** GBA | **PRICE:** £30 | **DEVELOPER:** NINTENDO | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** WIRELESS LINK-UP | **OTHER FORMATS:** NONE | **CALL:** 01932 895290 | **PLAYERS:** 1-5

Starting Out

For those new to the world of *Pokémon*, the long road to the status of Master Trainer has a humble beginning. To Poké-veterans, though, it's all too familiar...

▲ Your small-but-perfectly-formed home. Say goodbye to mother – you've got a long journey ahead of you.

▲ Outside is Pallet Town, your hometown and the site of your induction into the weird and wonderful world of *Pokémon*.



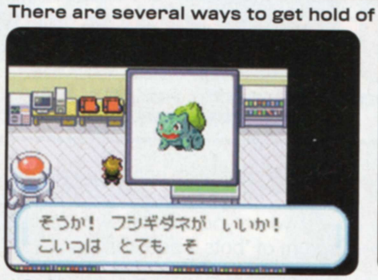
▲ Your first stop is Professor Oak's laboratory. He's a brainy old gimmer who'll furnish you with Poké-knowledge.

How do you get **Pikachu on the bus?** Poke 'im on! (You're fired – Ed). Can the **GBC classic** still cut it?

Pokémon Fire Red and Leaf Green

Pick A Fight

There are several ways to get hold of pokémon; let's take a look at catching them.



▲ Professor Oak will give you one of three pokémon at the start (Bulbasaur, Charmander or Squirtle).

▲ Once you've got some pokéballs, you can use them to catch wild pokémon once they're weakened.

▲ Once a pokémon has gained enough experience, he, she or it can evolve into a new beastie. It's magic!

How would you feel if, on a visit to your local grocer's, you were sold a mouldy old repackaged lettuce instead of a crisp new iceberg? In a very tenuous metaphorical sense, that's almost exactly what Nintendo have done with *Pokémon Fire Red* and *Leaf Green*, dusting off the creaky old Game Boy Color monster-catching classics and feeding them through their patented Rejigulator so that they'll play on your GBA. Oh dear, Nintendo. Is this what you've been reduced to?

Softography

These guys have also made...

Super Mario Advance 2	95%
Wario Ware Inc: Minigame Mania	90%
Luigi's Mansion	90%
Pokémon Pinball	89%
Metroid Fusion	92%
Legend of Zelda: Link to the Past	95%

NEW CLOTHES

So don't go expecting new *Pokémon* games here, much less full-blown sequels to *Ruby* and *Sapphire*. But by the same token, don't think that these are exactly the same games that appeared seven (seven!) years ago – thankfully, Nintendo have seen fit to tweak and update their prize money-spinners in a minor fashion. And thank the lord in heaven and all his little wizards that they did, or we'd be screaming bloody murder at their blue-faced cheek.

FREE ROAMING

The most novel addition to the games is the wireless adaptor – when the games were released in Japan last month, this widget came free with them, and it basically makes boring old link cables redundant, as it means you can trade pokémon and battle your friends in multiplayer games via the brain-baffling science of radio-

The Aim of the Game

There's a gym in each of the eight cities in the game – beat the trainers in each gym to challenge the final bosses, the Elite Four.

▲ The gym in each town is impossible to miss. They're big buildings adorned with pokéball insignia.

▲ You'll need to run the gauntlet of minor trainers before you get to the 'boss' of each gym.

▲ Each boss's pokémon are themed on one of the elemental types – Brock here uses Rock pokémon.

Type Setting

Pokémon come in one of 17 completely different types, such as Fighting, Flying, Ghost or Water.

Each type is strong against certain types and weak against other types, scissors-paper-stone style.

Charmander here is a Fire type pokémon, and therefore strong against Ice types but weak against Water types.

Jigglypuff is a Balloon type pokémon and can therefore put enemies to sleep. Cute but pretty unthreatening.

based inviso-waves. How good is that? Brilliant, that's how good, and we can only hope that we UK gamers get the same generous treatment when *Fire Red* and *Leaf Green* hit the UK later in the year. Up to five people can join in at once and it makes multi-chum fun as easy as can be and *much* more convenient. Top marks there, Ninty.

...you can trade pokémon and battle your friends via the brain-baffling science of radio-based inviso-waves...

Multiplayer Magic

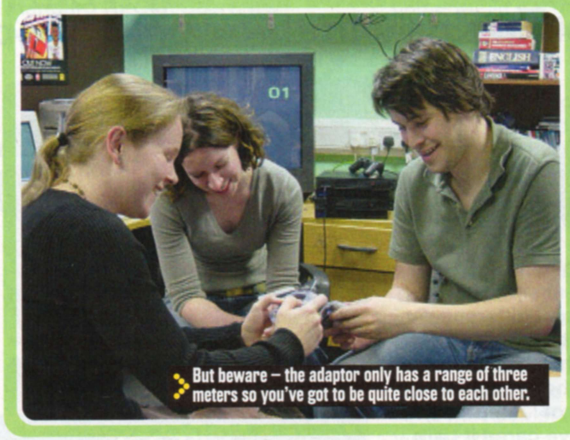
It quite literally is magic, too. You no longer need to worry about link cables, as *Fire Red* and *Leaf Green* come with a free wireless adaptor – brilliant! What a fantastic freebie, eh?

▲ The Japanese packaging. It's teeny! And it holds the game *and* the adaptor!

▲ And here's the adaptor itself. It doesn't have a channel selector like the GC Wavebird.

▼ It simply pops into the top of your GBA like so – nice and snug.

▼ Now you and a friend can play multiplayer Pokémon without wires.



But beware – the adaptor only has a range of three meters so you've got to be quite close to each other.

Up to five players can join if they've all got wireless adaptors. Train journeys need never get boring ever again!

Other new bits aren't quite as impressive. Naturally, the games have had a complete graphical makeover to take advantage of the GBA's super-futuristic space-innards, but they don't really take *enough* advantage. Sure, the games look marginally better than the visually-disappointing *Pokémon Ruby* and *Sapphire*, but despite the neat-looking trees and pleasingly-rendered 'mon, *Fire Red* and *Leaf Green* don't sport the kind of visual accomplishment we've seen elsewhere on the GBA. A smattering of new islands to visit offer a slight thrill to *Pokémon* old-timers, but otherwise, as far as story and events and environments go, this is exactly the same game as it always was.

FULL HOUSE

On the plus side, all 300-odd pokémon are in the game, and although initially you're limited to the original 151, late in the game every pocket-critter so far can be yours for the taking.

Plainly, these games are going to be mixed bags for those that have played *Pokémon Red* and *Blue* to death. But it's ultimately a good thing that Nintendo are making these games available for the current generation of poké-fans, and making them compatible with *Ruby* and *Sapphire*. A cautious thumbs-up from us, then.

▲ You'll sometimes have to go through exhausting runs of trainers. Make sure your pokémon are healthy!

Factpack

The stuff you need to know...

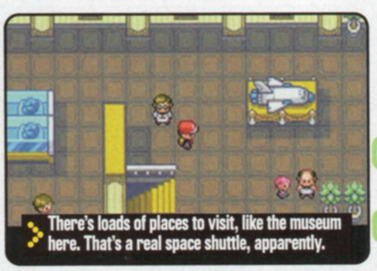
Pokémon	351
Pokémon types	17
Gyms	8
Extra islands	7

You'll spend a lot of time wandering between cities and fighting random battles.

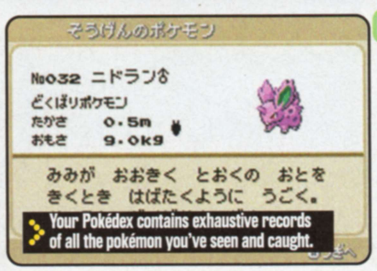
Injured pokémon can be healed at the Pokémon centres in each city – for free! Lovely stuff.

The Best Bit

Beating the snot out of a wild pokémon and then catching it. Result!



There's loads of places to visit, like the museum here. That's a real space shuttle, apparently.



Your Pokédex contains exhaustive records of all the pokémon you've seen and caught.

Judgement

GRAPHICS Marginally better than *Ruby* and *Sapphire* but still less than mindblowing.

GAMEPLAY Pure *Pokémon* brilliance – but it's all very familiar unless you've never played before.

LIFESPAN Veterans will run through it in no time but a sprawling adventure awaits newbies.

This is definitely more than a simple rehash thanks to the wireless connectivity, but it can't help but feel old and tired at times.

Overall 82%

REVIEWER

Alex Cooke

OUT: APRIL | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** ACCLAIM STUDIOS CHELTENHAM | **PUBLISHER:** ACCLAIM | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XB, PC | **CALL:** 020 7344 5000 | **PLAYERS:** 1

Syd And Done

Alias mixes sneaking and stealth with a good amount of violent slapping and rampant sexism. Each level starts with Syd using her alias (and a new outfit) to break into a base before she is forced to change her attitude (and her clothes, of course) and start dishing out the pain to the bad guys.

▲ While you are dressed up the enemy ignore you even if you run and explore, but hit one and they will start to take notice.

▲ You don't carry any weapons but you can pick up any guns and clubs that the defeated and dumb foes leave behind.

▲ There are just two fighting buttons and the motion-captured action makes you unsure precisely which move you will bust next.

▲ The stealth part is pretty simple, it means crouching and staying out of sight. The guards aren't clever or quick.

Can the **agent underwired,** from Russia with gloves, **dye another day** in the world of spin-off spies?

Alias

What's in a name? Does the monicker slapped on the pack make a difference? Would we have turned against Mario if the moustached pipe-bender had been saddled with his original name of 'Jumpman'? Would anyone have cared if Lara Croft was actually called 'Big-Breasted Moose' – as she is in our house? Probably not, but that isn't the case with *Alias,* because it's the name that's going to do most to sell this game.

SHE SYD

Well, maybe that isn't strictly true because it's actually the head-turning, trouser-tenting form of Jennifer Garner that's really the most enticing part. Why else would she keep changing between skimpy and skin-tight outfits – to keep the Barbie fans happy? Nope, this game is a full-on licensed job with the right voices and faces, where our heroine fights, sneaks and puzzle-solves through six segmented but sizey levels. Think *Metal Gear* meets *Minority Report*, but with more sequins and 12 costume changes.

Softography

These guys have also made...

XG3: Extreme G Racing	82%
Crazy Taxi GC	85%
Extreme G3	81%
Dakar 2	54%
Summer Heat Beach Volleyball (PS2)	73%
XGRA	55%

FANCY DRESS?

This would make the adventure as tidy as Syd herself, if there weren't some flaws bigger than the slinky spy's inflated lips. Cutscenes aside, the game just doesn't feel or look sophisticated enough to Garner a big score – some rough level design and button-mashing combat sees to that.

To make matters worse, Syd doesn't move like the sleek spy we all adore – instead, her tight skirts make tight turns almost impossible and the fisticuffs a lottery. Combined with AI that turns levels into a Benny Hill chase sequence, ropy sound effects and lots of loading screens, it makes this a very average game.

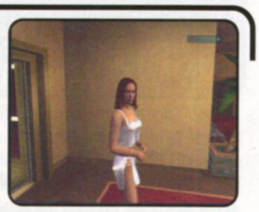
So before splashing out, take a look at the name on the packaging and consider how much you adore Ms. Garner – then close your eyes and think of the time-honoured cliché: "If you love *Alias* the series, you'll... be able to forgive some of the crap bits in this."

Inspect A Gadget

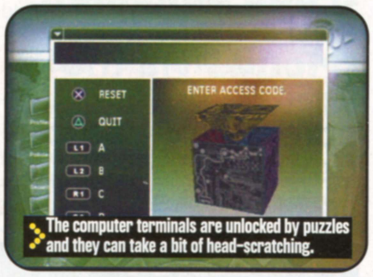
Instead of just relying on her bountiful charms and skin-tight clobber, Syd also needs to use a collection of high tech gadgets.

Night-vision and heat-sensitive goggles make it possible to shimmy around in the dark, sneaking up on targets.

Cameras can be sneaked around by staying out their view – as shown in the smart split-screen effect.



Every girl spy needs slinky outfits. Of course, this number is purely to protect Syd's cover, if not her bum.



The computer terminals are unlocked by puzzles and they can take a bit of head-scratching.

The Best Bit

From Sydney and Jack Bristow to Arvin Sloane, Dixon, Flinkman and Mr. Sark, most of the cast have lent their voices and faces to the action.

Judgement

GRAPHICS Syd looks right and sometimes moves well but the effects can look on the rough side.

GAMEPLAY Choppy chop-socky action with a few puzzles and a dash of sneaking. It can start to grate.

LIFESPAN The levels are large, if a little repetitive, but the action is easy with regular save points.

Syd and SD-6 have got all the TV trimmings, but not enough gloss to make *Alias* stand out in the crowded stealth-'em-up world.

Overall 75%

OUT: NOW | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** BANDAI | **PUBLISHER:** ATARI | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 020 8222 9700 | **PLAYERS:** 1

It's an online RPG that's **not really online.** Confused yet? **You will be...**

.hack//infection

.hack is one of the cleverest RPGs we've played in recent times.

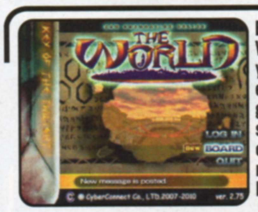
Not many games can really be called original, but *.hack* gets closer than most. While it's a fairly standard RPG at heart, it's presented in a fascinating way.

It asks you to believe that you're a real person playing an online RPG, and that all the characters you meet while playing the game within the game (called 'The World') are also real people playing the same game. As such, you can log out of The World and look at your computer desktop to check emails and so on. It's a neat concept, and as the storyline progresses, things in The World it begins to affect things in 'reality'. Intriguing, absorbing and only occasionally workmanlike, this is an RPG with a twist that's well worth your time.

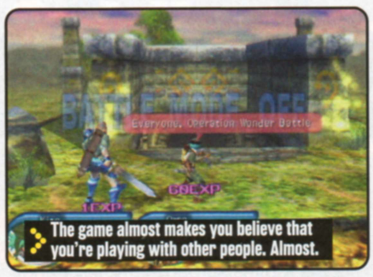
Reality Check

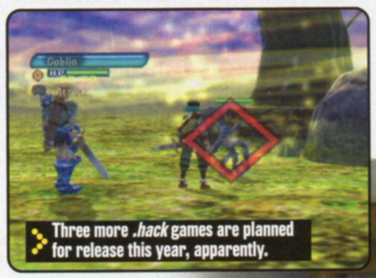
The 'real' world is represented by your computer desktop, and, er, The World is an RPG that you log into.

Welcome to real life! From your desktop you can check emails from your friends and the 'real' world.



Boot up The World and you can either enter the game and start playing or check message boards.


The game almost makes you believe that you're playing with other people. Almost.


Three more *.hack* games are planned for release this year, apparently.

Life and Art

Things start going screwy when your mate Orca is injured while playing in The World and goes into a coma in real life...

Judgement

GRAPHICS	A superior-looking RPG with some splendidly detailed environments, if a little generic.
GAMEPLAY	It's a fairly representative RPG but dressed up in some fascinating ideas.
LIFESPAN	Not as sprawling as, say, *Final Fantasy*, but you'll be hooked for as long as it lasts.

A real surprise and a brilliant concept, *.hack* deserves to be played if you're even halfway interested in RPGs.

Overall 83%

REVIEWER: Jes Bickham

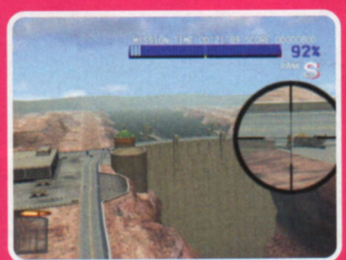
OUT: NOW | **FORMAT:** XB | **PRICE:** £30 | **DEVELOPER:** KONAMI | **PUBLISHER:** KONAMI | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01895 470503 | **PLAYERS:** 1-2

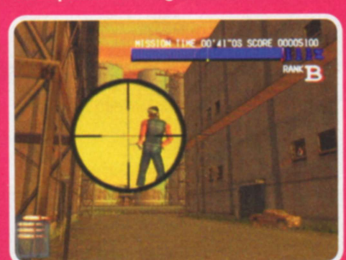
Konami wrap up their **sharp shooting trilogy** into one tight, **irresistibly rentable** bundle...

Silent Scope Complete

Scope on a Rope

There are two methods of control on offer; you can either use the joypad or a lightgun. While the lightgun option sounds tempting, the joypad method is more responsive than you might think. It's just a case of getting used to zooming out in between shots so you move the cross-hairs around the screen swiftly.

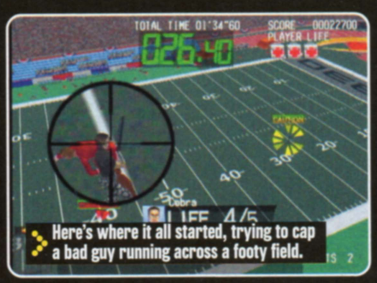

The other benefit of the joypad is that you can hold a position on a target dead still.


It's always tempting to go for headshots, but when time is money, just pop them in the leg.

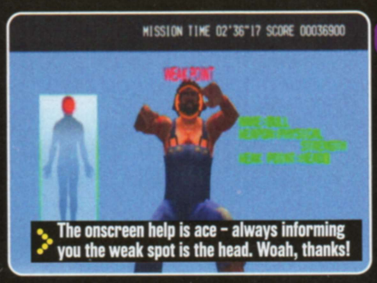
***Silent Scope* is a superb arcade game. On the console, however, its limitations are magnified to such a degree that it ends up feeling like a selection of mini-games rather than a full-blown experience.**

This is still the case when the quantity of *Silent Scope* is tripled, as it is with *Complete*, which comprises the original and both *Scope* sequels bundled onto one disc. There's more skull-popping that you can shake a high-powered rifle at.

Silent Scope's saving grace, though, is that for some reason twatting terrorists in ski masks from distance is hugely pleasurable – a squeeze of the trigger, followed by a fine red mist and it's done. Healthy? Probably not. Fun? Definitely.



Here's where it all started, trying to cap a bad guy running across a footy field.



The onscreen help is ace – always informing you the weak spot is the head. Woah, thanks!

Capping bad guys in the noggin from miles away is where *Silent Scope*'s real magic lies. There's just something about it that never becomes dull.

Judgement

GRAPHICS	Clean and just the right side of the realistic, but never really tests the Xbox's capabilities.
GAMEPLAY	Suffers slightly from lack of variety and the lack of a huge mounted sniper rifle.
LIFESPAN	Loads to do and much harder than you'll remember. Severely limited variety.

Limited, repetitive but pushes all the right lone-gunman buttons. If ever there was a game to rent this is it.

Overall 63%

REVIEWER: Dave Harrison

REVIEWER

Joel Snape

OUT: NOW | **FORMAT:** PS2 | **PRICE:** £35 | **DEVELOPER:** OVERWORKS | **PUBLISHER:** SEGA | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 020 8995 3399 | **PLAYERS:** 1

Slice 'n' Easy

The basics of ninja-rampaging remain the same as they were in *Shinobi* – you stealth-dash, enemies boggle at the spooky after-images, you slice them open from ass to gizzard. For the tougher robo-ninja, though, lady-ninja Hibana's got a new array of moves for you to play with.

▲ Hold back as you tap the slash button, and Hibana uses her mini daggers for big combos – less damaging, but better for your Chakra gauge.

▲ Once the gauge is full, just hold down ⊗ to unleash a burst of pink ninja magic – try blocking that, pal.

▲ For the ultimate in baddie-dispatching cool, just hold ← or → as you stealth dash in front of an enemy. Hibana'll scoot around them.

▲ The first level sees you kicking missiles away on top of a moving stealth bomber. Much less exciting than it sounds, honestly.

Dash! Slash! Dash! Slash! **Pause... aaand all fall down.** But **gaming's coolest effects** can't quite save this one...

Nightshade

Good things everybody remembers about *Shinobi*: *that* scarf, *that* super-slick Tate system. Bad things everyone remembers: the horrible backgrounds, the repetitive design, and the fact that it was the hardest game in the entire world. And the good news? Well, *Nightshade* fixes *one* of those things...

DEAD SLOW

In case you missed it, the Tate system recreates that moment from every anime samurai flick, where someone kills an entire group of bad guys before the first one even realises he's dead. Slash one enemy, and you've got a couple of seconds to hit the next one – get four or more, and Hibana sheathes her sword while the bad guys fall apart.

The last game's system already allowed for air combos and stylish boss deaths, but this one goes a step further, adding extra-nippy short-sword combos, juggle moves and an *extremely* handy u-shaped stealth dash.

LOOKING BACK

What they *haven't* sorted out is the graphics. The backgrounds were boring enough the last time round, but here they're absolutely shameful – there's nothing like sprinting along the same crane half a dozen times to make you lose interest. The enemies aren't as nicely designed either – they're mostly big, nondescript robo-ninja *things*, and the boss design's shocking. The challenges, on the other hand, are mostly just the same, right down to the level with the sticky green stuff on the floor that stops you from jumping.

Nightshade's biggest nod to whinges about *Shinobi* is... it's easier. Not better structured (the difficulty curve's bizarre), or better to look at (it's often worse), but if 'fewer instant-death plummets' tempts you, give it a look – otherwise, stick with the (now dirt-cheap) original. The scarf's nicer.

Softography

These guys have also made...

Skies of Arcadia	95%
Shinobi	68%
Shenmue	92%
Shenmue 2	90%
Virtua Fighter 4	92%
Virtua Fighter 3	90%

The Best Bit

Pulling an eight-way Tate – Hibana goes into blurry super-slow-mo, and those pesky ninjas just drip apart.

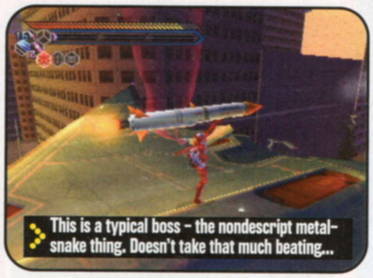
Ninja Magic

Even the original arcade *Shinobi* had a magical turbo-charged death move. Since then, though, ninja skills have evolved.

The shuriken burst's uses up eight shots, but for paralysing multiple enemies for easy Tate-age, you can't go wrong.

For close-in damage, tap ○ for a swift blast of ninja fire – some bosses can block this, but otherwise it works a treat.

But best of all is the electro-sword attack – six shots of crescent-shaped razor death that'll go through anything.



This is a typical boss – the nondescript metal-snake thing. Doesn't take that much beating...

Judgement

GRAPHICS Blander than the original, with more boring backgrounds than Milton Keynes.

GAMEPLAY Getting to grips with the Tate system's satisfying, but attack patterns aren't too testing.

LIFESPAN Only a couple of days on Normal difficulty – the extra costumes aren't an incentive.

Like the original, but less exciting. Couldn't you have sorted out those graphics in *two years*,, Sega? Well then, you get a slightly miserly...

Overall

55%

XBOX | PS2 PlayStation 2 | NINTENDO GAMECUBE

REVIEWER

Alex Cooke

OUT: NOW

FORMAT: GC
PRICE: £40
DEVELOPER: JALECO
PUBLISHER: JALECO ENTERTAINMENT
SPECIAL FEATURES: NONE
OTHER FORMATS: PS2, XB
CALL: 020 7633 0633
PLAYERS: 1-2

Command & Bonkers

The menus are shorter than a 2am burger van's. The options are: Attack, attack, attack, with just a little tomato for dressing.

Click on a building or enemy to attack, and when they are destroyed you can pick up the gold to add to your savings.

You need souls to add to your army but the units are fixed at ten grunts, so it's more important to upgrade their equipment.

These Hellfire goblins are great with long-range weaponry but they are as weak as an sickly kitten close in.

The **orcs are fed up** of everyone **Tolkien the mick** on the battlefield and now **they are fighting back...**

Goblin Commander: Unleash the Horde

On the internationally recognised Real Time Strategy strokability scale, this is a 'Craig David'. Other strategy games, like *Cossacks* or *Warcraft*, might rate a full-on chin-warming monster in the Gimli mould, but not this one. Nope, *Goblin Commander* is a wispy, bum-fluff of a game-stroke-beard that won't rub anyone up the wrong way.

CHIN UP

The secret is in the game's simplicity. Using four buttons and just 40 brain cells you can order orcs into battle, buy new weapons and add fresh troops to your army of 10. And thanks to the same simple system you can even march the green-skinned goons around by controlling them yourself, or take a towering Titan and stomp and chomp on the enemy's brickwork. Nice.

But like a Wilkinson Quattro, that is only scratching the surface of this hairy battler. For as you carve through the 25 solo and two-player levels, the rest of your thought-muscle is needed to develop different strategies, place defensive turrets and spend the gold while your armies grow to four separate forces and up to 25 different types of orc.

RASH DECISIONS

But even this smooth strategic system has a dash of five o'clock shadow that chafes slightly. The usually solid AI has problems returning reinforcements to their units, the camera becomes confused by scenery and the characters look very plain for supposedly gruff goblin warriors. It is also a little bit short, with the five-level campaign lasting no more than a day or so.

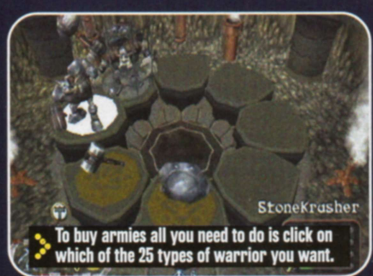
Being easy to play and enjoyable, *Goblin Commander* won't satisfy those seasoned strokers hoping for a full-on PC RTS to appear on the Cube, but anyone who's been waiting since *Command & Conquer* for a console game that combines thought and something to keep your thumbs busy, this is the cutting edge.

Turrets Syndrome

Sending wave after wave of soldiers in to fight sometimes isn't enough, so you can save your cash and buy a bloomin' huge Titan.

▲ This Ogre is under your direct control and can swing his club, smash buildings and even eat sheep.

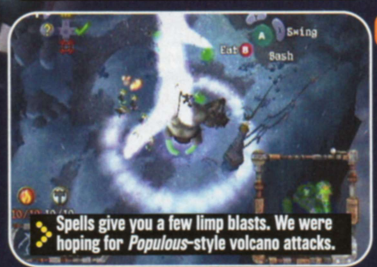
▲ Rock-lobbing turrets can defend your base but the cleverest use is to protect advancing troops.



To buy armies all you need to do is click on which of the 25 types of warrior you want.

The Best Bit

The chin-stroking strategy is fun, the planning is great but you can't beat getting your hands on a catapult and letting rip.



Spells give you a few limp blasts. We were hoping for *Populous*-style volcano attacks.

Softography

These guys have also made...

Tokyo Highway Battle	62%
Dragon Seeds	54%
K1 Grand Prix	54%
Tetris Plus	73%
Trailer Park Tycoon	31%
Karnaaj Rally (GBA)	81%

Judgement

GRAPHICS Splats of colour and some decent small soldiers can't hide a few rough edges.

GAMEPLAY The tutorial makes it seem trickier than it is but the neat controls are a joy.

LIFESPAN Shorter than it should be with a gentle difficulty level, but two-player stretches it out.

A slightly rough attempt to join brains and brutality that would advance war games if only it had a bit more looks and length.

Overall 78%

OUT: NOW | **FORMAT:** XB | **PRICE:** £30 (£40 WITH MAT) | **DEVELOPER:** KONAMI | **PUBLISHER:** KONAMI

▲ Have you ever seen such flexibility of playmodes? Yup, they've squeezed in every mode imaginable here.

▲ Check this – dual play, one-player across two dance mats. Now that is what we call coooool rockin' Yeah!

Dancing Stage Unleashed

Great new features! **Crap old tunes!** Same old story...

The Xbox's extra oomph gets stuck into *Dancing Stage* and adds a four-player mode and online capabilities. Cool.

However, while the PSone and PS2 have a long (and highly successful) history of quality arrow = feet games, the first Xbox variant just proves one thing: you can have all the graphics power in the world, all the snappy new cel-shading you like, and all the online leagues and downloadable extra songs you can muster, but if you haven't got a selection of tunes that you *actually want to dance to* then you're ruined.

FUNKY MUSIC

There's plenty of songs (more than 40) but only *Ebenezer Goode* (Shamen), *Heart of Glass* (Blondie) and *Size of a Cow* (Wonderstuff) made us want to shake our ass. The rest are light metal nonsense and Japanese para-pop. The idea is that you buy more song packs for a few quid from Xbox Live. It remains to be seen if these pep things up, or indeed how many they'll do.

And that online challenge mode sounds great, but how do you know they're not cheating with a joypad instead of a mat, hmm?

Multi Madness

Look! They've left no playmode un... um... played this time around. *Unleashed* really has got the lot, from four-player modes to excercise workout modes and – major new bit – an online mode via Xbox Live too. Wickety wack!

▲ For the first time you can play against three other players. If your living room's big enough.

▲ Dance against players from around the world – but no cheating and using the joypad, all right?

▲ All cel-shaded dancing ladies (and preposterously haired men) prance around in the background. Shame they're not totally in time with the music though. Tsk.

Judgement

GRAPHICS New cel-shading gives the game an 'Xbox only' look. But it's still very basic cheesy stuff.

GAMEPLAY Hit the buttons with your feet – brilliant fun with a mat, totally pointless with a joypad.

LIFESPAN If you want to master it then this will last you a lifetime with the downloadables.

A poor set of out-of-the-box tunes lets it down. But downloadable extras, online play and four-player mode are cool extras.

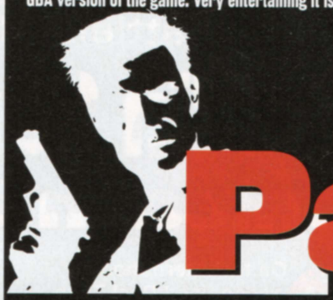
Overall 80%

REVIEWER: Dan Griffiths

OUT: NOW | **FORMAT:** GBA | **PRICE:** £30 | **DEVELOPER:** REMEDY | **PUBLISHER:** ROCKSTAR

▲ The graphic novel style has been retained for this GBA version of the game. Very entertaining it is, too.

▲ Be warned – the game is quite hard and it is very easy to die. Stock up on that health!



Max Payne

A **pint-sized Payne** with enough blood for a **full-sized abbatoir...**

For a handheld gaming system, the GBA is an impressive little monkey. Ninty's portable wonder has proved to have both technical grunt and quality games – and things are getting better all the time.

Max Payne is a case in point. Far from the muddled nonsense that we usually get when games from the home consoles are brutally chopped down to size, it's the very model of conversion etiquette, keeping everything that's entertaining about Rockstar's shooter intact even as it's debigulated.

BLOOD BROTHER

Seen from an isometric viewpoint, the game is still very much a dark 'n' gritty tale of revenge as Max blows bloody holes in the bad guys. Hit the right shoulder button and you slip into bullet time, enabling you to dive forward in slow motion and pump lead into the opposition. It works fantastically well, and it's as gory as its big brother - blood flies everywhere.

The only flies in the ointment are its short length and a sometimes-annoying control scheme. Every time you turn the camera swings forcefully to give you a better view, which is jarring. Nonetheless, this is quality portable entertainment and a real surprise.

Judgement

GRAPHICS Beautifully animated – the way people recoil from shots is horrible but great.

GAMEPLAY Explore and shoot, basically, but the bullet time slo-mo keeps it fresh.

LIFESPAN Very poor. You can rush through the three chapters and 12 levels in a few hours.

An often-brilliant blast and a magnificent recreation of *Max Payne* on the GBA. But it's short and can be fiddly.

Overall 79%

Pressing B allows you to search through lockers and open doors, or jump when you're in the open.

REVIEWER: Jes Bickham

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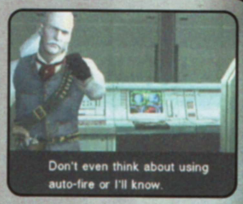
REVIEWER

Daniel Griffiths

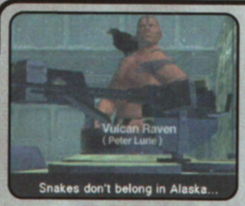
OUT: NOW | **FORMAT:** GC | **PRICE:** £35 | **DEVELOPER:** SILICON KNIGHTS | **PUBLISHER:** KONAMI | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01895 470503 | **PLAYERS:** 1

Magic Moments

Remember your first brush with Revolver Ocelot? He's quite 'armless really. Armless? Geddit? Bwah!



Don't even think about using auto-fire or I'll know.

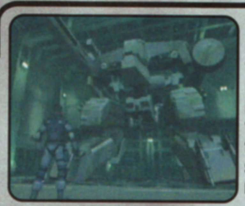


Snakes don't belong in Alaska...

Ah Vulcan Raven and his snowy tank. Get some clothes on or you'll freeze your nips off!

And here's Liquid Snake and his massive chopper. Yes, all your favourite bits from *MGS* are back.

I'm you. I'm your shadow!

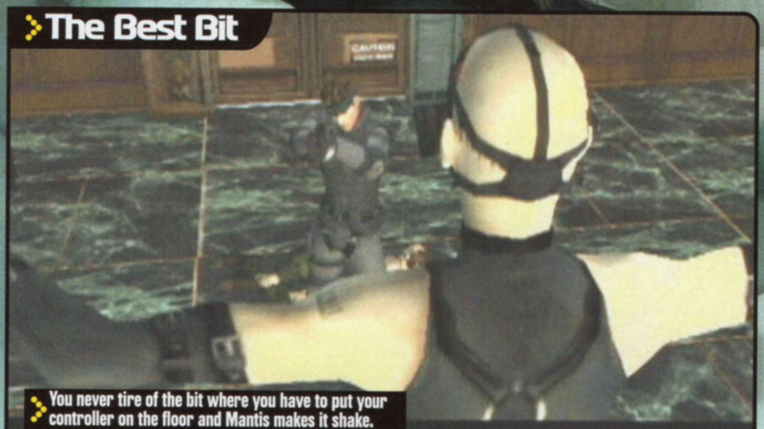


The 'Gear itself! So tough that it's got a laser sword where its tadger should rightly be.

Ah, they don't make games **like they used to** – oh, hang about, **they do...**

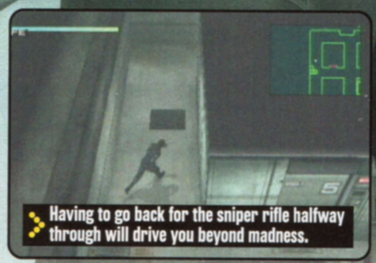
Metal Gear Solid: Twin Snakes

The Best Bit



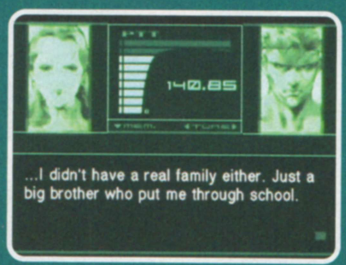
You never tire of the bit where you have to put your controller on the floor and Mantis makes it shake.

Now I will move your controller by the power of my will alone!!



Having to go back for the sniper rifle halfway through will drive you beyond madness.

Chatterbox



▲ The Codec screen is back – complete with crap 2D faces. Why no *MGS2*-style 3D chat?

▲ Oh just cut the crap will you? Just like the original game (and *MGS2*) there are loads of them standing around talking to each other. Blah blah...

Ever wished you could have your brain wiped? Forget that time you trod dog dung through your girlfriend's house? Or that time you farted – loudly – in assembly? How about forgetting the first time you played *Metal Gear Solid* on PlayStation? Well, if you're going to get the most out of *Twin Snakes* you're going to have to do just that.

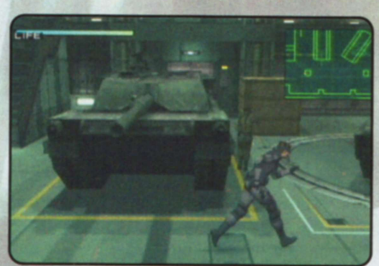
If you've played *MGS* then this game is pretty much spoilt for you. You'll know what lies around every corner, what every character is about to say and the solution to every puzzle. If you thought *Twin Snakes* was going to be 'inspired' by *Metal Gear Solid* on PSone you're going to be disappointed – it's exactly the same.

ONE VOICE

Don't believe us? Okay, here are the changes in full. New voice acting. For the most part it sounds the same, the dialogue is the same and the delivery is frequently over-acted and, well, crap. There are new extended cutscenes – every in-game movie now features at least one *Matrix*-style slo-mo sweeparound or John Woo-style bullet dodge or gun kick. And finally everything looks a whole lot better – as of course you'd expect.

WORD PLAY

Unfortunately this new detail has also allowed Kojima to include every last bit of dialogue and exposition from the first game. People dissed *MGS2* because it had too much talking in it – we suggest they go and play *MGS1*,



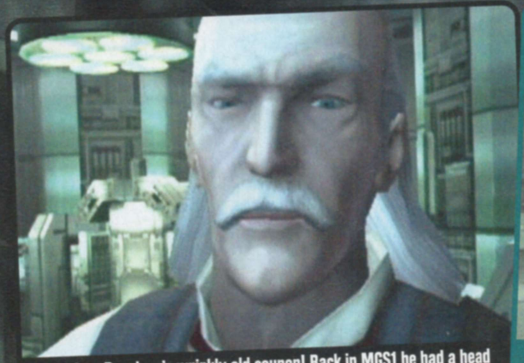
▲ That's the way to do it. Wait until their backs are turned (check the radar) and then stealthily slip by.

▲ It's going to take them ages to get those stains out. Not that they do the cleaning. That's Vulcan Raven's job.

▲ Just like in *MGS2* you can now shoot from the first-person view. Just the job when you're up close.

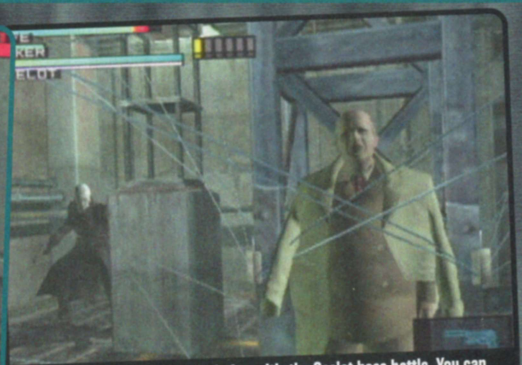
Looking Good

Place *Twin Snakes* next to the original PSone game and you'll be amazed – mainly by how clever the developers were first time around, getting credible cutscenes from graphics as pointy as a bucket of starfish.



▲ Look at Revolver's wrinkly old coupon! Back in MGS1 he had a head like a cornflakes box – with a wig on! Clearly this needed fixing.

▲ Remember the Meryl battle from the first game? Now it looks better than ever, complete with *MGS2*-style floppy-limbed falling bad guys.



▲ Bet you've never seen this before. It's the Ocelot boss battle. You can almost smell the stench from Kenneth Baker's grizzled trolleys!

Factpack

The stuff you need to know...

Game modes	1 single-player adventure
Areas	Approx 50
Bosses	7
Snakes	2

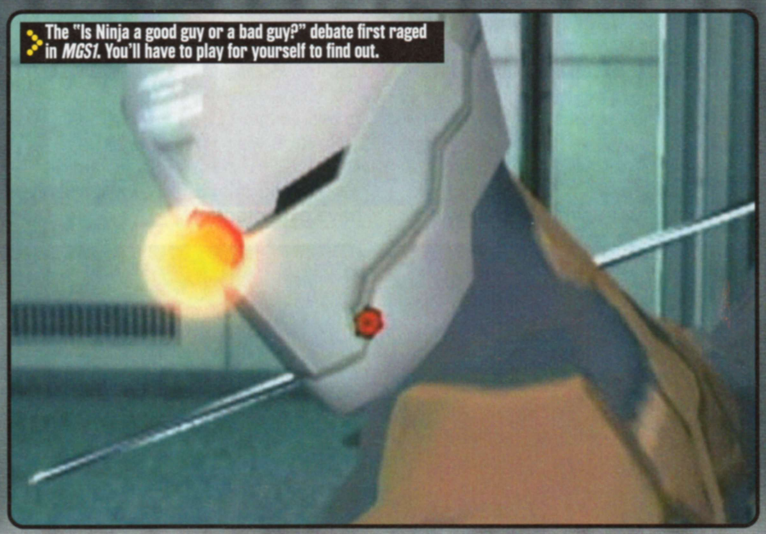
▲ Sniper Wolf looks better than in the first game but her animation is no better really. Shame, cos she's lush.

▲ We won't spoil what's going on here but if you've played *MGS1* before you'll know it's a classic moment.

it's certainly no slouch in the 'bore you to death before we thrill you to death' stakes either.

WATCH WITH MOTHER

Too many times you'll sit through ten minutes of frankly boring talking with characters repeating what the other one has just said. Finally you'll be set free for what turns out to be a 30-second-long bit of gameplay where you run down a corridor, say, before the next over-blown rant about the state of 'nuclear proliferation' kicks in. *Twin Snakes* could have corrected the original's problems by editing the gabber or – even better – introducing some new, guard-filled areas to explore between the cutscenes, but it does neither. It's a shame, as once you get past the 60% stage of the game, new areas (the game's best bits) are few and far between and you're pretty much backtracking over familiar terrain until the end battle.



The "Is Ninja a good guy or a bad guy?" debate first raged in *MGS1*. You'll have to play for yourself to find out.

> ...once you **get past** the 60% stage, **new areas** are few and **far between** and you're pretty much **backtracking**...

Softography

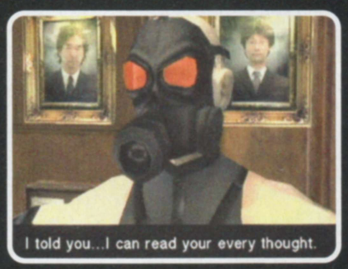
These guys have also made...

Metal Gear Solid	94%
Metal Gear Solid 2	96%
Metal Gear Solid 2: Substance	94%
Zone of Enders: The Second Runner	80%

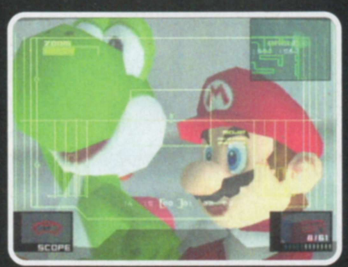
It's amazing – playing *MGS* again – how similar it is to *MGS2*. There's too much talking, there's a shortage of new 'good' stuff near the end, and both can be clocked in a day if you really play its ass off. There's so much genius in there but both are essentially flawed.

If you've got a Cube and you've never played 'Snake then get this in – if anything it's a better, more sensible, more varied game than *MGS2*. This is *Metal Gear* before it disappeared up its own Arsenal… If you've got the PSone game, however, all you're getting is a graphics brush-up and a few extended cutscenes. It's a classic but, by that definition, it's old news.

New Bits!



▲ Look. Mantis's boss level is now decorated by laughing pictures of Hideo Kojima and his mates.



▲ He had to get in there somewhere. Him and his mate are toys on a computer workstation. Hiya!

▲ The improved graphics mean that the violence is even more graphic. Look at that ketchup!

Stealthy Options

Metal Gear invented stealth y'know. The whole game is about avoiding trouble and keeping out of sight.

▲ D'oh! That's blown it. You've been rumbled by two guards AND a security camera. Run, you dumbass!

▲ Now look. By shooting that guard up close the noise has attracted another guard. You numpty.

▲ Don't just leave him lying about. If another guard sees him he'll raise the alarm. Hide the body. Quick!

Judgement

GRAPHICS Better than the original but still not as smooth and slick as PS2 or Xbox *Substance*.

GAMEPLAY Lots of genius moments – but if you've played it before, the surprises are ruined.

LIFESPAN Cane it and it'll last you a weekend. And there are no VR Missions to keep you busy.

Too short, too complicated and too clever – but an absolute classic. If only they'd taken the time to fix the pacing and give some new bits!

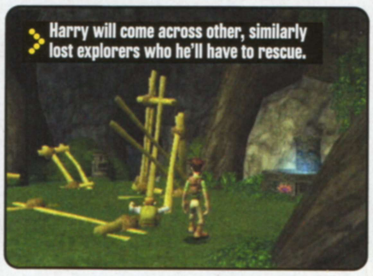
Overall

85%

OUT: NOW | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** EDGE OF REALITY | **PUBLISHER:** ACTIVISION | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** GC, XB, GBA | **CALL:** 01753 756100 | **PLAYERS:** 1

Yet more **golden-age gaming** gets lovingly resurrected for the **youth of today...**

Pitfall: The Lost Expedition


Harry will come across other, similarly lost explorers who he'll have to rescue.

Armless 'Arry

▲ Twiddle the right analogue stick and you can manipulate Harry's right arm to use items, hit switches and so on. It's very odd but a lot of fun.

Jungle Law

Harry (as the main character is known) can build up quite the repertoire of moves.

Hit ⓞ and Harry curls up into a ball, allowing him to roll into small areas to find secrets.

Naturally, there's plenty of jumping involved, and swinging from vines in a nod to the original *Pitfall*.

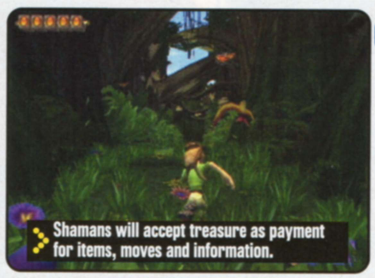
If you like 3D platformers, you've had a high old time of it lately. *Sphinx*, *Tak and the Power of JuJu*, and now this, another updating of a classic oldie.

Pitfall: The Lost Expedition differs from most other games of this type as it tries to be funny. Mostly, it succeeds, thanks to the entertaining script and well-animated characters.

It's almost a tongue-in-cheek homage to *Indiana Jones*, and while the running and jumping through the jungle and ruins locations do little to identify *Pitfall* among a forest of similar games, it does at least have personality.

In fact, we're quite taken with *Pitfall*. It's no classic but neither is it the identikit platformer you might have expected.

Jungle beasties and natives will need disposing of with a range of attacks.


Shamans will accept treasure as payment for items, moves and information.

Judgement

GRAPHICS Cartoony and expressive but not exactly jaw-dropping – it does the job.

GAMEPLAY All the usual platforming staples but it's delivered with cheerful good humour.

LIFESPAN It's not small but you might get bored before the end.

Pitfall is fairly generic 3D platforming peppered with some lovely touches and a distinct personality. Not bad at all.

Overall 72%

REVIEWER: Jes Bickham

OUT: 26TH MARCH | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** UBISOFT | **PUBLISHER:** UBISOFT | **SPECIAL FEATURES:** ONLINE | **OTHER FORMATS:** XB, PC | **CALL:** 01932 838230 | **PLAYERS:** 1-2

You can never **have too many games** that involve yelling into a headset **"Open, flash and clear!"...**

Rainbow Six 3

Ding Dong

Your missions generally involve things such as rescuing hostages and defusing bombs. Your next location is marked on the radar and it's all pretty linear. The skill comes in how you tackle each area and room. If you're up against snipers, you're going to want to use a smoke grenade to cover you and your men.

▲ There are hostages lurking in this basement, so careful where you chuck those frag grenades.

▲ In each mission, you've got several objectives. Most involve shooting lots of people – hooray!

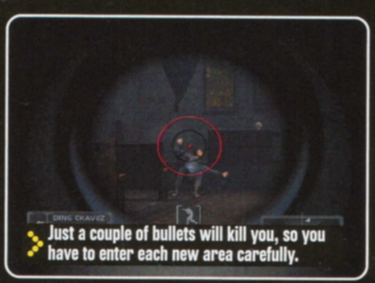
It's like Tom Clancy overload on the PS2 at the moment, with three games bearing the war-obsessed one's name released in the space of a month.

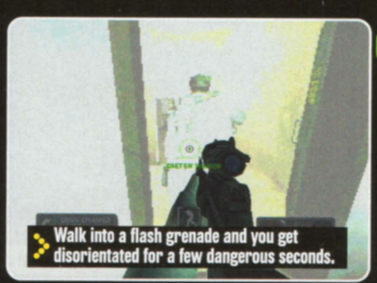
Fortunately, they're all pretty different. While *Ghost Recon: Jungle Storm* suits anyone who likes their combat painstakingly strategic, *Rainbow Six 3* is far easier to pick up and play.

The action is still team-based, with three CPU-controlled soldiers under your command. Their range of actions is impressive – you can get them to storm rooms in a whole assortment of ways. It's very intuitive – you just highlight a door or object and press action to bring up a menu of choices.

Enemy AI is pretty predictable, but the game's got atmosphere by the ton. Online as well as off, it's good stuff.

▲ Your team are quite competent, offering covering fire and generally not suicidally crossing wide open spaces, unless you tell them to.


Just a couple of bullets will kill you, so you have to enter each new area carefully.


Walk into a flash grenade and you get disorientated for a few dangerous seconds.

Judgement

GRAPHICS The game's still looking very pretty on the PS2. There are some lovely shadow effects.

GAMEPLAY Not your typical run and gun arcade game, but not too taxing on the brain either.

LIFESPAN Single player starts off easy but gets quite tough. Then there's co-op and online.

A decent team-based shooter that's extremely easy to play. Might be a bit too simplified for some, but when it's good, it's incredible.

Overall 80%

REVIEWER: Kath Brice

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REVIEWER

Mark Walbank

OUT: NOW

FORMAT: PS2
PRICE: £40
DEVELOPER: SONY LONDON
PUBLISHER: SONY
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 020 7859 5000
PLAYERS: 1-4

Do The Timewarp

Ever wondered if the '80s Inter Milan team headed by Ruud Gullit could beat Bob Paisley's Liverpool? The brilliant Timewarp tournament gives you the chance to find out. Our experiment pitted Sir Matt Busby's Manchester United squad against the magnificent '70s Liverpool team.

▲ Some of the most famous names in football matched against each other. Strangely, though, Bobby Charlton has a full head of hair.

▲ Kenny Dalgleish bamboozles the defence by looking dour, then gets himself a penalty. He scores! One-nil to the mighty Liverpool.

▲ Calamity! Just when Liverpool look like winning, Alan Hanson goes and puts one into his own net. Absolutely disgraceful - the Mancs get a lucky draw.

▲ The motion capture is varied and the commentary adequate. This is the only game you'll see Bobby Charlton making a hand-shandy gesture to Graeme Souness.

And this year's **bronze medal for football** goes to... yes, **you guessed it...**

This Is Football 2004

Ever heard the phrase 'three's a crowd'? You have to wonder why Sony keep plugging away with this franchise when the superior *FIFA* and *ISS* titles battle it out for football dominance.

EASY DOES IT

But it would be unfair to judge *This is Football 2004* purely by the standards set by those venerable brands. Sony's game has some qualities of its own. Foremost, this is easily the most immediate football game on the market. All the basics: passing, tackling, movement and shooting, become second nature within the first 15 minutes of play. If you ever want to introduce non-gaming friends to the joys of virtual football, then is easily the best of the lot.

Softography

These guys have also made...

This Is Football	62%
This Is Football 2002	73%
This Is Football 2003	75%
F1 2002	67%
World Rally Championship Extreme	76%

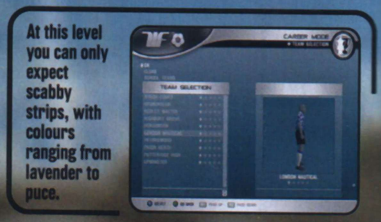
But that benefit comes with its own problems. *This is Football* may be simple, but it certainly is not deep. There's never a sense that you're learning to master new techniques and gradually uncovering hidden nuances of play. Score-lines generally end up somewhere around the 5-3 mark, and while the easy-flow one-touch football may be beguiling at first it soon becomes unchallenging, no matter which difficulty you set. Where's the beautiful game? The frustration of goal mouth scrambles and the occasional drama of a nil-nil stalemate?

SIMPLE SOUL

To its credit, Sony have backed this up with a cracking set of play modes and online functionality. But while it's possible to go head-to-head with people further away than your own living room, it doesn't make up for the general lack of sophistication or a challenging learning curve. Without the superior competition this would be a wonderful game, but as it stands, it's merely passable.

Grass Roots

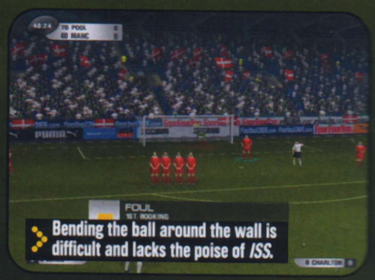
Career mode allows you to take a lowly school side up the leagues and on to cup success. Don't forget to make them run around cones.



At this level you can only expect scabby strips, with colours ranging from lavender to puce.

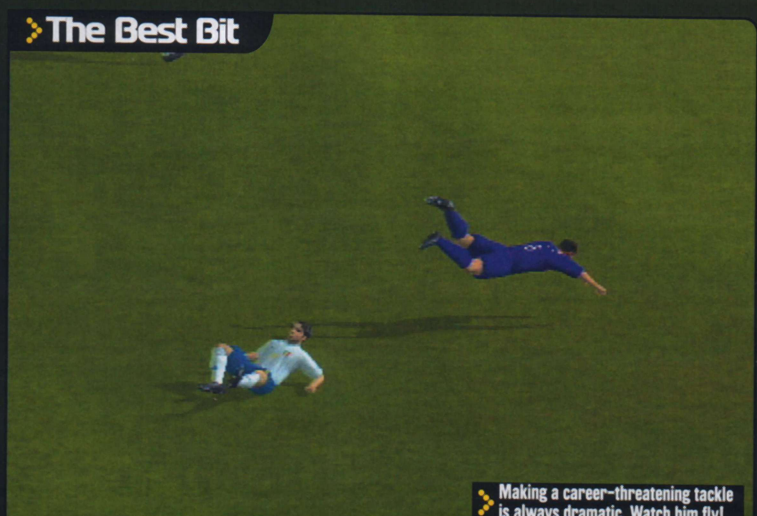
The attention to detail is impressive: you can even see what's surely the science block in the background.

The boy Guccuk done well! He's destined for greater things. Shame about his stupid surname.



Bending the ball around the wall is difficult and lacks the poise of *ISS*.

The Best Bit



Making a career-threatening tackle is always dramatic. Watch him fly!

Judgement

GRAPHICS Wonderful attention to detail but the luminous targeting circles look silly.

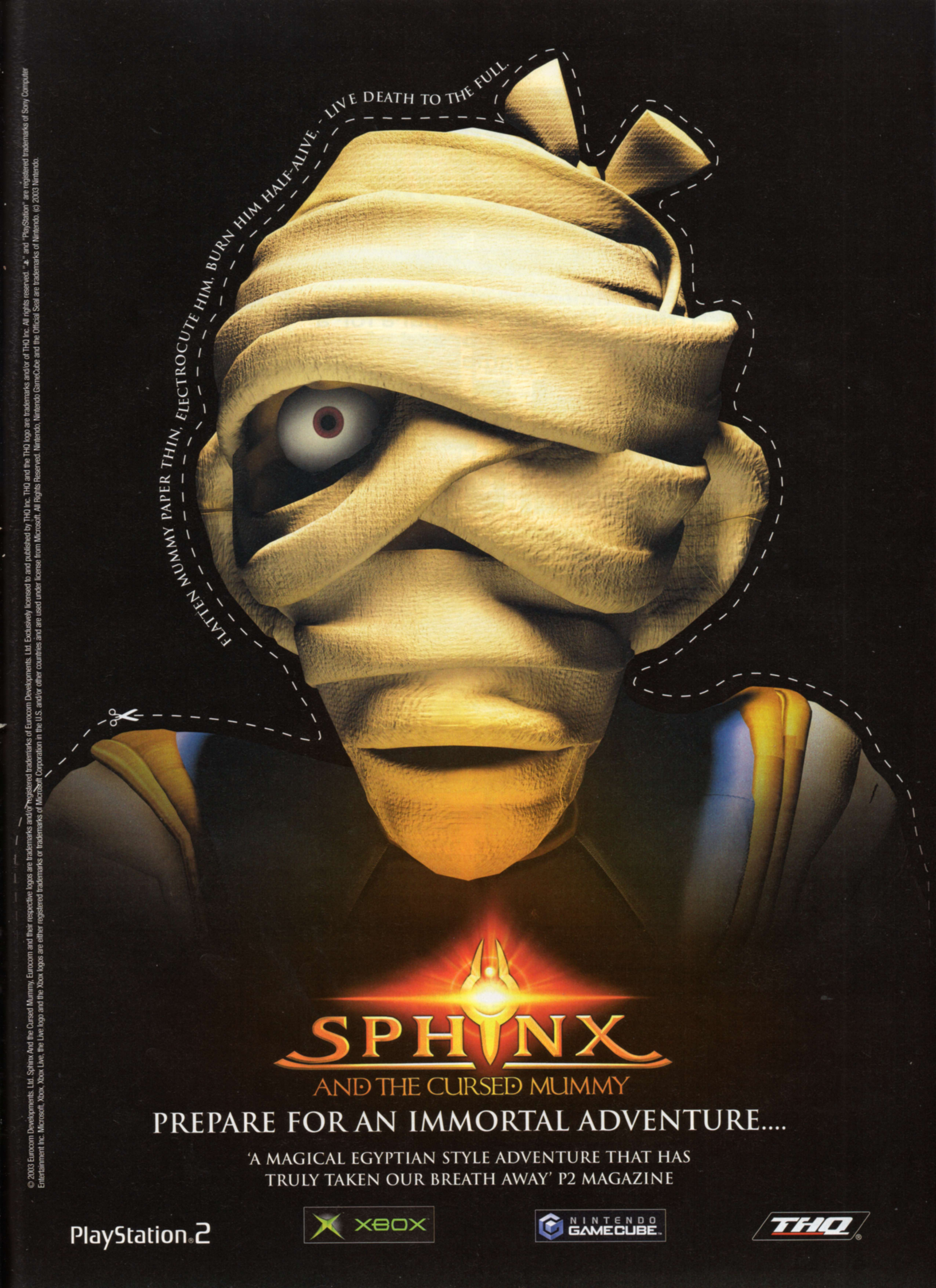
GAMEPLAY Immediate fun, allowing newbies to get involved, but gets bland very quickly

LIFESPAN Loads of modes and options, but you're likely to move on before you explore everything.

This is Football is competent, fun and very accessible, but lacks the depth and subtlety of the big players in this field.

Overall

72%



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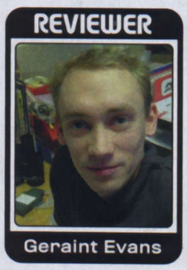
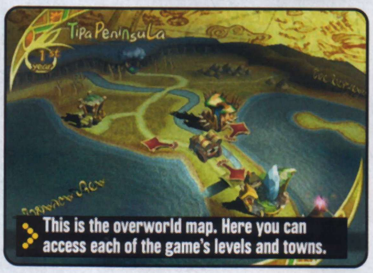


OUT: NOW | **FORMAT:** GC | **PRICE:** £40 | **DEVELOPER:** SQUARE ENIX | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** GBA LINK | **OTHER FORMATS:** NONE | **CALL:** 020 7471 6680 | **PLAYERS:** 1-4

Factpack
The stuff you need to know...

Levels	15
Races	4
Weapons	100s!
Hours to finish	30+



This is the overworld map. Here you can access each of the game's levels and towns.

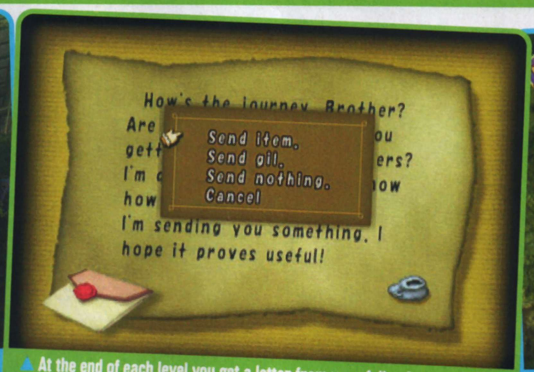
Four times the players = **four times the fun?** Prepare for a completely **new breed of *Fantasy*** on GameCube...

Final Fantasy Crystal Chronicles

Home Sweet Home

Sick of your real-life brother and sister? *Final Fantasy: Crystal Chronicles* lets you choose your own family. A family that'll forge you a ruddy great sword...

When you start out, you're asked to choose the profession of your family, such as blacksmith, alchemist, farmer and so on.



At the end of each level you get a letter from your folks. Send them something nice in return and, if you're lucky...

...they'll give you weapons, armour, healing items or cold hard cash in return. The items depend on the family's trade.

Forgery

You don't just find weapons lying about the place, you have to build them from scratch from designs and precious metals.

Once you've collected the right stuff, you have to take it to a blacksmith, who'll forge you the weapon for the right price.

First things first then. Is there any point in buying *Final Fantasy: Crystal Chronicles* if you're going to be playing it on your own? Well, to be brutally honest, we'd have to say no.

The main selling point of the game is that it lets you link up four GBAs to your Cube so that you and your mates can all access different information and manage your own character without stopping the main game. Played solo, it doesn't have anywhere near as much appeal as its traditional RPG cousins.

In fact, the most important aspect of the game is the interaction with the people you're playing with (see 'Strongest Link'). That sense of camaraderie you get from bringing fallen friends back to life, or casting a last-second healing spell on a dying mate disappears when you play alone – and these are vital experiences for gaining maximum enjoyment from this particular game.

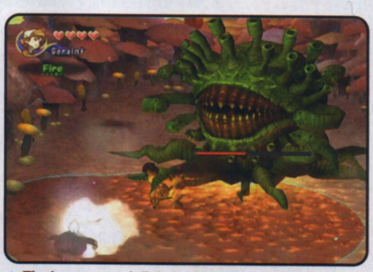
DIFFERENT STROKES

If you hadn't guessed by now, this is an entirely different kind of game from the usual *Fantasy* fare. At its heart, the game is a hack-and-slash affair, a bit like *Gauntlet*. It puts you in charge of one of four races who have to collect three magical drops of water to drive back an evil miasma (a killer mist).

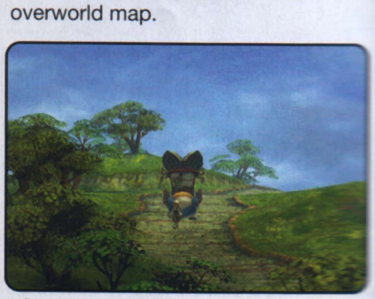
WATER FEATURE

Gameplay is broken up into a series of levels accessed via an overworld map. On entering a level, you have to battle your way through a series of enemies and simple switch-puzzles, before facing off against a boss. Defeat the end-of-level guardian and you'll fill up a crystal chalice with one drop of water. After every three drops of water you return to your home town and one year passes. The following year you set out again to repeat the process, but each time you're visiting different, and more difficult, levels on the overworld map.

At the end of each year, you take the water back to your town so that the protective crystal can be cleansed.



The bosses are definitely the highlight of the game – with some truly massive encounters to battle through.


Presentation throughout the game is always superb – it's one of the loveliest-looking games on GameCube.

Might And Magic

Strengthening that element of teamwork is the game's excellent magic system, which requires you to combine your talents.

▲ You find magic in little coloured orbs that drop out of chests and defeated monsters.

▲ Charge up your attack and you'll get a targeting reticle to aim at any oncoming enemies.

▼ If multiple players combine their targets and release attacks at the same time, they're more powerful.

▼ Test out different combinations of magic attacks to see what works best for which enemy.

The Best Bit

Getting your mates round and arguing over who's going to be the 'healer'.

Softography

These guys have also made...

The Bouncer	72%
Final Fantasy 10	92%
Final Fantasy Anthology	83%
Kingdom Hearts	86%
Final Fantasy Origins	83%
Final Fantasy Tactics Advance	88%

Structurally then, the game is very simple but, as we said before, it's more concerned with the multi-player aspect of the game rather than having an epic, sweeping storyline. Discussion between you and the other players is vital. Who's going to be the healer of the group? Which players are physically the strongest and which players are going to concentrate on magical attacks?

...who's going to be the healer? Which players are physically the strongest, and which are going to concentrate on magic...?

FRIENDS & ENEMIES

These are the kinds of things the game forces you to consider and, when in the heat of battle, heightened tension, arguments – and indeed elation – all play a part as your best laid plans fall into shambles and you collectively scream at each other to help, attack or keep thieving hands off any precious items you selfishly want to keep for yourself.

In this respect, *FF: CC* is unique – and unlike anything else on GameCube right now and this, combined with Square-Enix's usual high standard of presentation, makes it well worth the effort of checking out for yourselves. As long as you don't go into it blindly – expecting it to be something it's not – you'll be in for a real treat.

Strongest Link

The GBA takes care of personal data. Access the GBA by hitting 'Select' – your mates will now have to watch your back.

On your GBA screen you'll find all your item information. It's from here that you equip items and armour etc.

Each player gets different radar information – forcing you to discuss item and monster locations. Nice touch.

It feels fiddly to start with, but it saves you pausing the game every time players need to sort out their own stuff.

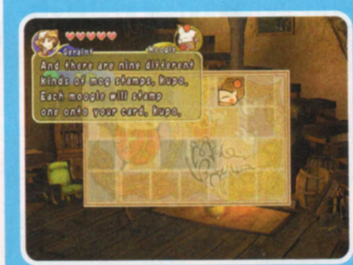
Combine your magic for some devastating attacks. The enemy won't stand a chance!

Moogles

Anyone who's played a *Final Fantasy* game will be familiar with these guys...

▲ They're fluffy little critters who, in single player, help carry the chalice around for you.

▲ Take them to a Mog House to trim them. They behave differently depending how you paint them.



▲ They'll also give you special stamps on a card that opens up secrets. Look hard to find them all.

Judgement

GRAPHICS Some of the loveliest visuals on GameCube, with some truly stunning design and effects.

GAMEPLAY It's fairly simple hack and slash gaming, but with multiplayer, it can be a tactical marvel.

LIFESPAN You'll whip through the game in about a week – but finding everything takes longer.

Most of the fun comes from off-screen interaction. With a group, this is one of GC's most pleasurable experiences.

Overall 86%

Character Building

No more mindless monster slaying to build your strength up this time round...

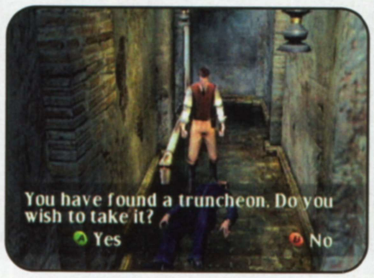
▲ Unlike in the other *Final Fantasys*, your character doesn't grow though accumulating EXP.

▲ Instead you all have hidden bonus objectives to complete in each level. Stick to these objectives and...

▲ You'll get first dibs on any stat-building items up for grabs (like extra hearts for your meter).

OUT: NOW FORMAT: XB, PS2 PRICE: £40 DEVELOPER: ASYLUM PUBLISHER: WANADOO

▲ The game is altogether too murky and brown. Representative of the time, but not exactly exciting.



▲ Curse isn't a bad game, just terribly dull. It's a shame, as the idea behind it is quite interesting.

Curse: The Eye of Isis

Aptly named, as it's not entirely blessed in terms of gameplay...

This could've been *brilliant*. It's like *Resident Evil* but set in Victorian London – a tremendous concept. And it gets even better – you're in a museum full of cursed Egyptian relics. Plenty of *Mummy*-style shocks to be had there, no doubt.

Sadly, the reality of the game isn't even a tiny little bit as exciting as the idea behind it. This really is a *Resident Evil* clone, right down to the fixed camera angles, awkward control system and inventory management. Unfortunately, where *Resi* covered its various shortcomings with genuine atmosphere, style and shocks, *Curse* is just a little bit, well, dull.

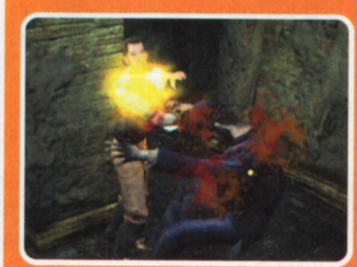
WASTED

The intriguing set-up is squandered in the first five minutes, with a tedious search for a key to a locked office and your first taste of combat against a possessed policeman (which consists of passionlessly beating him with his dead colleague's truncheon).

Curse is simply boring. It looks drab, it's not scary, and why would you spend money on this when *Resi* and *Silent Hill* already exist?

Beat The Dead

Combat is very similar, surprise surprise, to fighting in *Resident Evil*. However, you can move while armed and slowly strafe around an enemy. That's a nice touch and can sometimes save you from being made into mincemeat.



▲ The trusty truncheon is the first weapon you'll get. Only useful for close-quarters combat.

▲ Soon after you'll get a rifle. You can move around with it so you're not a sitting duck.

▲ We couldn't summon much enthusiasm about *Curse* with all the news of *Resident Evil 4* that's been coming out this month.

Judgement

GRAPHICS They're not *terrible*, it's just all so dreary and brown and awkwardly animated.

GAMEPLAY Just like *Resident Evil*, but much, much worse. The shooting is handled quite well.

LIFESPAN It's a decent enough size but there's no way you'll stick around to finish it.

Curse isn't dreadful, just uninspired and lacking in atmosphere. A real shame considering the nice ideas behind it.

Overall 51%

REVIEWER: Jes Bickham

OUT: NOW FORMAT: PS2 PRICE: £35 DEVELOPER: RAINBOW STUDIOS PUBLISHER: THQ

▲ The courses are almost all gorgeous and brilliantly-designed, with the most enormous jumps.

▲ It's an enormous game – there's simply pots of things to do and exhaustive multiplayer modes as well.

MX Unleashed

Unleash the beast! Or, at the very least, the bikes...

On the face of it, *MX Unleashed* could be the best bike racer ever made. There's plenty to it – several different championships and *loads* of tracks incorporating beautiful exterior courses and indoor speedways. There's even a Freestyle mode that leaves things up to you.

It also sports the excellent suspension-loading mechanic that was last seen in the recent *ATV Offroad Fury 2*. When heading up to a jump, pull back on the analogue stick to 'load' your suspension; just as you leave the top of the jump, flick the stick forward and you'll gain extra air. It's a simple system but brilliantly realised, and it really adds plenty to the handling of the game.

WHEELY GOOD

Otherwise, the game is simply a case of going left and right – there's little of the subtlety that you'd find in, say, the ageing-but-brilliant *Excitebike 64*, where you dig your back wheel in for sharp turns, but the game's excellent physics throw you sliding into corners and so on with pleasing correctness.

However, the game is incredibly similar to the aforementioned *ATV Offroad Fury 2*, right down to the structure of the various championships and the general look of the game. *ATV* is also a good deal better as a multiplayer game, due to the friendlier nature of those little quad bikes. We'd have to say that we honestly preferred *ATV*, but if two wheels are your thing, then there's still a lot to love here, and when all's said and done, *MX Unleashed* is a pretty sweet ride.

Judgement

GRAPHICS Lovely, sprawling environments, slightly awkward riders. The bikes are nice.

GAMEPLAY Race bikes, catch air, and pull stunts. It's familiar stuff but very well presented.

LIFESPAN There's absolutely loads to do here, from outdoor Nationals to indoor Speedway action.

It's very similar to *ATV Offroad Fury 2* but with two wheels, and if bikes are your thing this won't disappoint.

Overall 80%

We'd pick *ATV Offroad Fury 2* over this as it's simply better, although it has more wheels. It's cheaper, too.

REVIEWER: Jes Bickham

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REVIEWER

Alex Cooke

OUT: MARCH

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PRICE: £40

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PUBLISHER: ..... CODEMASTERS

SPECIAL FEATURES: ..... XBOX COMMUNICATOR
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PLAYERS: 1-2

Don A Runner

Is managing a club not enough to soothe your colossal ego? Fed up that the team and fans get to share the glory with you? Well why not follow the path of Wimbledon/MK Dons and create your own club, ground, team and badge? The new Fantasy Team option lets you do just that, and more.

▲ With a limited budget you can bring in some of your favourite players and build up a dream team, or just a mixed bag like ours.

▲ Cash is limited though, so you do have to bring in a few donkeys and wait till your wheeling and dealing generates enough cash to buy again.

▲ Your team then get to play with all of the big boys in almost any league or cup from around the world, including South America.

▲ You can use the headset to shout instructions but that's just embarrassing when one of four buttons will do the same job.

Take a **roll of the Allardyce,** Reid the review, com-Pleat the transfer and see if it all **Leeds to disaster...**

LMA Manager 2004

The average Premier League footballer quits school at the age of 16 with three GSCEs (Woodwork, PE and Sociology) two convictions for GBH and one GTi.

After their playing career ends they swap shorts for sheepskin and the Saturday night out at the Majestik for Saturday afternoons in the dug-out, where suddenly they become all things from amateur psychologist to advanced economist; marketing mastermind to tactical genius. Or so some 'champion' management games would have us believe.

WOOLLY HEADED

But *LMA Manager 2004* isn't like that. Thankfully, this soccer sim allows you to enjoy buying and selling players without having to worry about contracts, agents, advertising and stands – unless you want to. It also has an improved match engine that lets you see which players are picking passes and who's making all of the mistakes, although sometimes we found that the stats didn't seem to quite match the on-pitch action. But that's football.

BOLT-ONS

Apart from these innovations, this is normal sequel service, with 750 clubs and almost 19,000 players in an expanded set of leagues. The new transfer window has also been included with all the right moves, although even aged donkeys still move for millions rather than today's small sums and season-long loans. The enhanced scouting and staff option also makes it easier to find the players you need and keep them fit, even if the menu system still takes a while to get used to while the longish load times slow the action to a crawl.

LMA 2004 is still not as deep as *Championship Manager 4*, but that's like comparing the Atlantic with the Pacific – you can still drown happily in both, even if you didn't pass Geography. Thicko.

Softography

These guys have also made...

Colin McRae 04	92%
Club Football	52%
LMA Manager 2002	88%
LMA Manager 2003	86%

The Best Bit

The Hansen and Lineker commentary is bizarre as they chatter about old matches almost randomly.

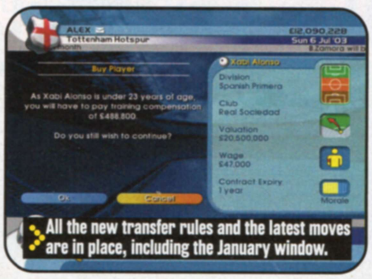
Suit & Boot Room

Mr. Arsene Wenger has a Masters degree in Economics. You probably don't, and so the newly helpful staff in *LMA 2004* will be very welcome.

Your scouts now search different regions and age groups and produce far more detailed reports on players and clubs.

Training can be taken by your new head coach and he will report back on how people are performing.

But if you want to make things harder the Expert mode hides the stats on players, forcing you to scout them out properly.



All the new transfer rules and the latest moves are in place, including the January window.

Judgement

GRAPHICS The matches look better and the menus are clean, but the graphics wouldn't test a SNES.

GAMEPLAY The menu system hands you all the control you want and can take some boring jobs away.

LIFESPAN The Fantasy option lets you tailor your team totally – this will absorb many, many hours.

Enough new stats to make it enjoyable but the transfer market seems out of date and the menus still aren't that user-friendly.

Overall 83%

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CHA CHA SLIDE - dj casper	113506	IF I CANT - 50 cent	112601	POPPIN THEM THANGS - g-unit	113564
HEY MAMA - the black eyed peas	113460	OBVIOUS - westlife	113428	YOU FREAK ME OUT - girls aloud	113520
SHUT UP - the black eyed peas	113123	RED BLOODED WOMAN - kylie minogue	113411	SHAKE YOUR COCONUTS - j senior	113522
TAKE ME TO THE CLOUDS - lmc vs...	113456	THANK YOU - jamelia	113455	NO MATTER WHAT YOU DO - b benassi	113575
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SOMEBODY TO LOVE - boogie pimps	113359	THE WAY YOU MOVE - outkast	113173	FORCA - nelly furtado	113586
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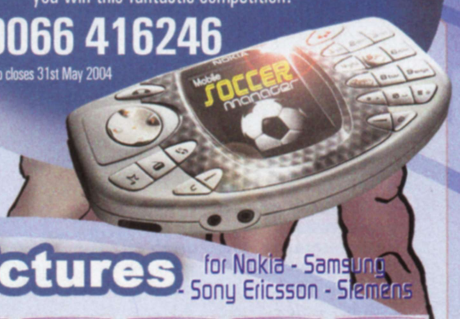

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WHITE FLAG - dido	112837

DANCE

BREATHE DON'T STOP - mr on vs...	113489
IT TAKES SCOOP - fatman scoop	113302
FLY ON THE WINGS OF LOVE - xtm	112705
FEELING FINE - ultrabeat	113288
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CRY LITTLE SISTER - lost brothers	113321
BE FAITHFUL - fatman scoop	113086
RHYTHM IS A DANCER - snap vs cj...	112485
TOUCH IT - holly james	113609
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LOVE ME RIGHT - angel city	113162
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MARIA - scooter	113030
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GOT YOUR NUMBER - (118 ADD) - y punx	113390
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FOREVER YOUNG - interactive	112458

ROCK

I BELIEVE IN A THING CALLED - darkness	112972
SWEET CHILD O MINE - guns and roses #	111258
BAT OUT OF HELL - meatloaf #	111286
BATHWATER - no doubt	113603
ENTER SANDMAN - metallica #	111371

RUGBY

SWING LOW SWEET CHARIOT - english	113108
FLOWER OF SCOTLAND - scottish	113113
IRELANDS CALL - simon casey ..	113112
LAND OF MY FATHERS - welsh	113110

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MILKSHAKE - kelis	112885
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STUNT 101 - g-unit	113252
FORGET ABOUT DRE - dr dre	111138
21 QUESTIONS - 50 cent ft. n dogg #	112582
HYPHY - federation	113607
SMILE - g-unit	113608
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I'M REALLY HOT - missy elliot	113612
THROUGH DA WIRE - kanye west	113622
INTO YOU - fabolous	112916
8 MILE - eminem	112376

R & B

WHERE IS THE LOVE - black eyed peas	112890
BREATHE - blu cantrell ft. sean paul	112521
BABY BOY - beyonce ft sean paul #	112933
ME MYSELF AND I - beyonce knowles	113293
ANOTHER DAY - lemar	113554
CAN'T GET ENOUGH - raghav	113541
TAKE THE BOX - amy winehouse	113511
50:50 - lemar	113197
BREAK UP TO MAKE UP - ashanti	113617
FRONTIN - pharrell williams feat jay z	112855
IGNITION - r kelly	112588

NU METAL

BEHIND BLUE EYES - limp bizkit	113309
NUMB - linkin park	112886
MY IMMORTAL - evanescence	113277
BRING ME TO LIFE - evanescence #	112651

FOOTBALL

YOU'LL NEVER WALK ALONE - liverpool	111351
SOCCER AM CATWALK - jean knight	112559
QUE SERA SERA - doris day	113518
MATCH OF THE DAY - match of the day	111126
THE GREAT ESCAPE - sheff wednesday	111354
MARCHING ON TOGETHER - leeds	111350
ARE YOU READY FOR LOVE? - elton john	112869
GLORY GLORY - football anthem	111353
SOCCER AM NUTMEG FILES - title music	113209

ESSENTIAL TONES

IN DA CLUB - 50 cent #	112440
CRAZY IN LOVE - beyonce knowles #	112707
DILEMMA - nelly feat. kelly rowland #	112221
HEAVEN - dj sammy #	112229
SATISFACTION - benny benassi	112751
LOSE YOURSELF - eminem #	112289
BECAUSE I GOT HIGH - afroman	111454
THE LOGICAL SONG - scooter #	111965
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THEMES

SCHOOL OF ROCK - j black & school of...	113583
THE SIMPSONS	111132
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GOOD BAD AND THE UGLY	111181
BENNY HILL	111139
PINK PANTHER	111133
FRIENDS	111152
STAR WARS - main theme	111125
KNIGHT RIDER	111127
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REVIEWER

Kath Brice

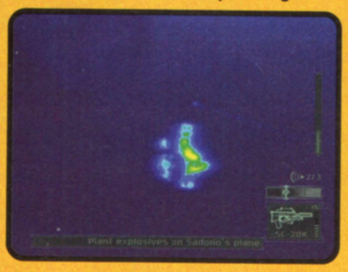
OUT: 26TH MARCH | **FORMAT:** XB | **PRICE:** £40 | **DEVELOPER:** UBISOFT | **PUBLISHER:** UBISOFT | **SPECIAL FEATURES:** ONLINE | **OTHER FORMATS:** PS2, GC, PC | **CALL:** 01932 838 230 | **PLAYERS:** 1

Jungle Fever

Pandora Tomorrow's biggest departure is its outdoor environments. They don't call for many new skills though, and the jungle is still a pretty linear, boxed-in place.

▲ Sam's ability to abseil down sheer drops comes in useful on cliffs now, as well as the usual buildings.

▲ Instead of creeping through shadows, in the outdoor levels you use folliage to stay hidden. Hang on a minute – this isn't any old foliage...



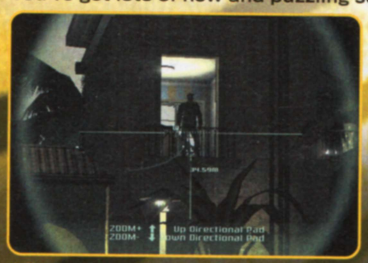
▲ ...your enemies have laid booby traps in the jungle. Like the laser traps in the original, these require slow movements and disarming.

Improvement was always going to be a tall order for Sam Fisher. Our verdict is out in the open at last...

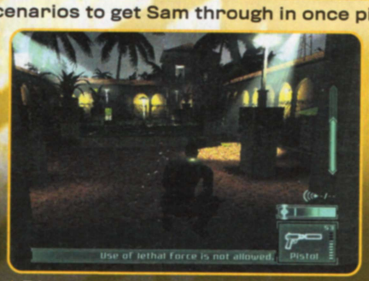
Splinter Cell Pandora Tomorrow

The Light Is Right

You've got lots of new and puzzling scenarios to get Sam through in once piece...



▲ You reach a suspiciously quiet courtyard. Using binoculars, you spot a sniper using night vision.



▲ Take one step into that dark courtyard and he picks you off in seconds. How unfair is that...?

▲ Aha – a solution. Stay in the spotlight and the night-visioned-up sniper can't see you. Cunning.

Sam Fisher has been skulking in the shadows for the last few years, but he seems to have spent the time honing his stealth skills before sneaking back with this sequel.

Just cast an eye over the screenshots – this is *Splinter Cell* almost exactly as you remember it, but of course Sam is in a multitude of new places and facing different dangers. Infiltrating jungles and a train, it looks as though the tight reins that restricted his spying to indoor locations have been well and truly slashed for the second instalment.

Softography

These guys have also made...

Prince of Persia: Sands of Time	86%
XIII	94%
Beyond Good & Evil	80%
Splinter Cell (PS2)	85%
Splinter Cell (XB)	89%
Splinter Cell (GBA)	72%

EASY DOES IT

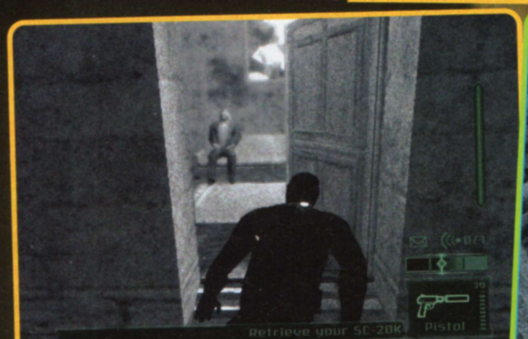
Well, they've been loosened at least. *Splinter Cell: Pandora Tomorrow* plays almost identically to the first instalment – which is no complaint. That game introduced a stealth agent who has a ton of complex moves and gadgets, but who is amazingly easy to control. You can climb, shimmy and creep around each environment rarely perplexed by tricky controls or continuity cock-ups. This is largely because of a simple menu system that allows you to make precise decisions when standing next to anything interactive.

CUNNING PLANS

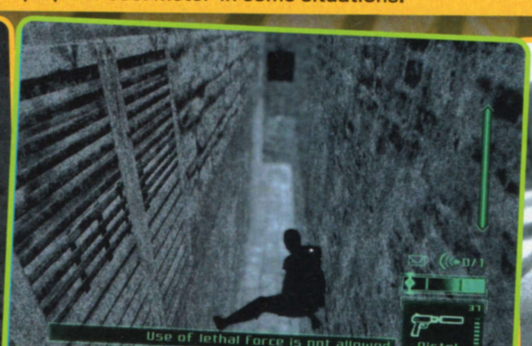
It's also because each level is designed carefully, giving you limited but usually inventive ways through. Once you're in the Sam Fisher mindset, you're constantly impressing yourself with your methods of

Sam's The Man

The new moves that Sam's been given admittedly don't change the gameplay much, but they at least offer a bit more variety and ramp up the cool meter in some situations.



▲ The SWAT turn is the new move you'll use most. If you have to pass a doorway that someone's looking out of, it makes you near invisible.



▲ Instead of the split jump, now you've got the half-split jump. It's hardly revolutionary, but at least you can use it to reach higher ledges.

▲ Sam could hang from something one-handed and shoot, but he couldn't reload. Now he can dangle by his legs and do everything.

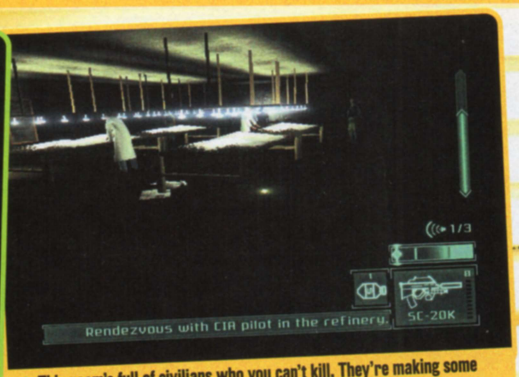
PC CD | NINTENDO GAMECUBE | XBOX | PS2

The Invisible Man

The most challenging parts of the game involve wide open spaces with multiple enemies patrolling them. It takes a fair bit of skill (and usually about ten goes at it) not to get seen.

▲ The light/dark meter shows Sam is hidden.

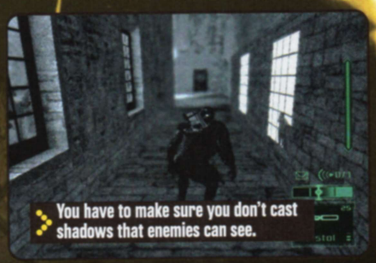
▲ You can sneak along these streets shooting out lights, or you can find a way onto the rooftops and take an easier path.



▲ This room's full of civilians who you can't kill. They're making some sort of white powder – Daz perhaps. What you need is a diversion...

The Best Bit

Flicking the light switch, then waiting for someone to investigate before knocking them out.



You have to make sure you don't cast shadows that enemies can see.

Factpack

The stuff you need to know...

Single-player levels	7
Locations	5
Online modes	3
Players online	4

completing a mission. You might have started off clumsily whacking enemies round the back of the head in the dark, but before long you're finding hidden pipes to shimmy along, taking hostages and hacking gun turrets.

FALSE ALARMS

Despite the original game being packed with good stuff, though, not everyone was convinced of its greatness. Too hard, too slow, too linear and too many bloody annoying alarms were the main criticisms. We actually weren't convinced that *Pandora Tomorrow* needed to be set outdoors and made less linear – the claustrophic corridors and bite-sized puzzle sections worked superbly for the first game. But we were very happy to hear that the alarm system was being overhauled. We were told that, instead of it being a case of 'three alarms and you're out' (or even one in some levels), *Pandora Tomorrow* would use 'security stages'. Blatantly shoot someone, or fail to hide a body, and security would be stepped up. Your enemies would don flak jackets, then head gear, and change their patrols, making it increasingly difficult to complete the mission.

Unfortunately, these security stages have been put in most levels *in addition to* the alarms, not instead of them. Bah. This is probably because, without any alarms, it would be too easy to head-shoot your way through a level even with flak-jacketed enemies. The alarms do feel fairer than before, but we're still reduced to banging our heads against the nearest wall at the sound of Lambert's voice saying: "Fisher, you're paid to be invisible," after just one person has seen you, swiftly followed by the 'mission failed' screen.

> "...security stages have been put in most levels in addition to the alarms, not instead of them. Bah..."

ACTING FUNNY

It's frustrating – just as frustrating as the moments when you feel some enemies are programmed to react differently than others. Just when you've got the creeping-up-and-grabbing down to a fine art, you suddenly meet an enemy who always turns and sees you. It's as though the

The Darkness

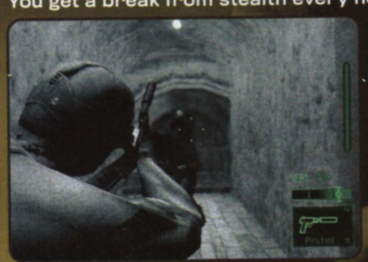
▲ The light is generally a bad thing. But you can darken areas, most obviously using the light switch.

▲ You can shoot out lights but it'll alert guards.

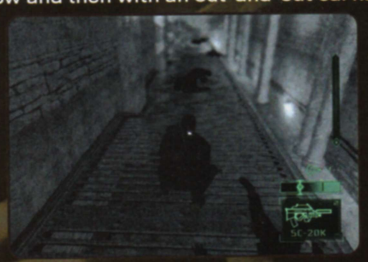
▲ When you're in complete darkness, you can get very close to enemies without them knowing.

Bullet Time

You get a break from stealth every now and then with an out-and-out carnage session.



▲ Forget stealth. You're allowed to kill whoever you like and shooting them is much easier.



▲ Leaving this many bodies on the floor is generally very bad, but you get away with it in some levels.

▲ When this many people respond to a call for help, it's far easier to hide until they go away.

Don't Give A Sam

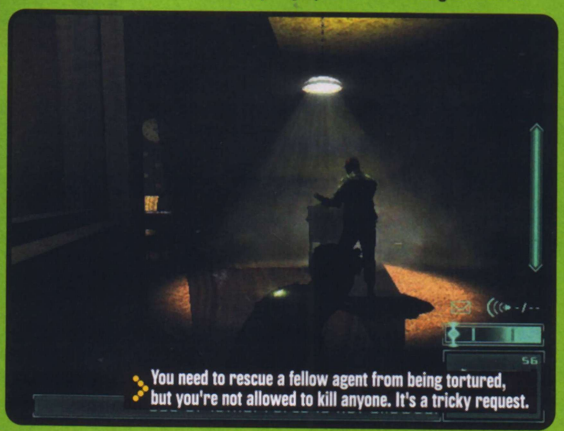
As in the first game, *Pandora Tomorrow*'s levels are broken down into sections by checkpoints and are suitably full of 'how the hell do I get past that?' puzzles.

▲ You're shimmying along the outside of the train when one comes the other way!

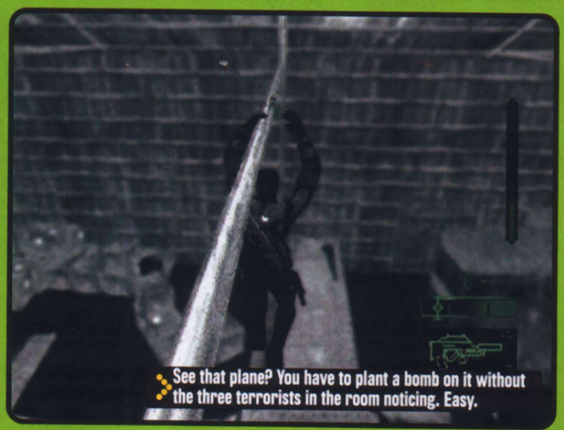
▲ On the Jerusalem streets you have to get past two men sitting on a bench.

▼ You haul yourself through a window, only to find yourself in a bedroom.

▼ A raging fire blocks your path. If only there was a sprinkler system...



You need to rescue a fellow agent from being tortured, but you're not allowed to kill anyone. It's a tricky request.



See that plane? You have to plant a bomb on it without the three terrorists in the room noticing. Easy.

You're On Camera

The diversion camera is one of the best gadgets you've got. Fire one onto a wall, then make it whistle to attract guards.

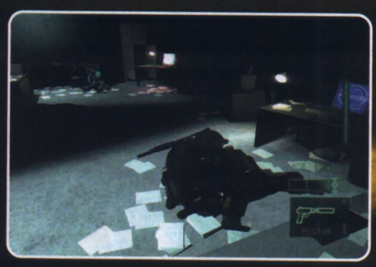
When they're idiotically staring into it, pressing a button makes it release toxic gas.

Urgh... a few seconds of gas knocks them out cold. Providing no one's witnessed the attack, it's a clean, silent kill.

Once the gas has cleared, you can run over and hide the body. Terrorist? What terrorist?

Spy Gadgets

The optic cable can be slid underneath doors to see what's on the other side before making the decision to open it.



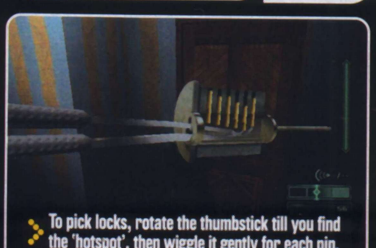
▲ Search the bodies you knock out or kill and you'll often find vital information.

▲ Once again, Sam finds himself in a morgue. Anyone would think he likes them or something.

The laser mic is the nosy git's favourite. It lets you listen in on other people's conversations.

Pandora Tomorrow equips Sam with the binoculars that were only added to the PS2 and GC versions.

You've got all sorts of flares and grenades. The smoke grenade is particularly good against a group of enemies.



To pick locks, rotate the thumbstick till you find the 'hotspot', then wiggle it gently for each pin.

game wants you to deal with them in a different way, and, sure enough, there's usually a light switch you could hit or a pipe you could shimmy along to avoid them altogether. Discovering better ways through a section is great; the sense of injustice you feel when you've used a certain method to knock out one enemy, only to find it doesn't work on another, isn't.

KILLING SPREE

It's obviously tricky to get the balance right, though, because in levels without alarms, where you're free to kill your foes, the temptation is to snipe everyone off. In some sections you can spend 10 minutes painstakingly dodging the patrolling guards. Or you can just turn on your thermal vision, shoot them all in the head and dump their bodies in a dark corner. Job done. There is one deterent against this sort of behaviour though – ammo is limited, and you could end up without a single bullet left to shoot even a light. To the game's credit, it's always still possible to get through on cunning alone. You can throw bottles (and now whistle) to attract enemies' attention, luring them into dark spaces and then clocking them unconscious.

> "...you can spend 10 minutes **dodging** the guards. Or you can **shoot them all in the head** and dump their bodies..."

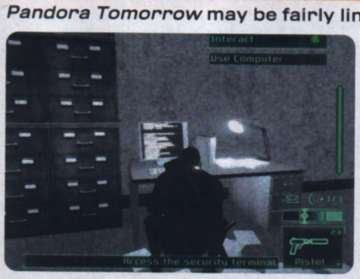
LINE OF FIRE

One thing we needn't have worried about too much was that a more free-roaming *Splinter Cell* wouldn't work as well. Despite the jungle and village levels, *Pandora Tomorrow* is still a pretty linear experience. The towns offer a few different routes through, but unless you play a few times you'll never know they were there. There are fewer locked doors, but the winning formula of massive levels broken up by checkpoints and constantly renewed objectives remains in place.

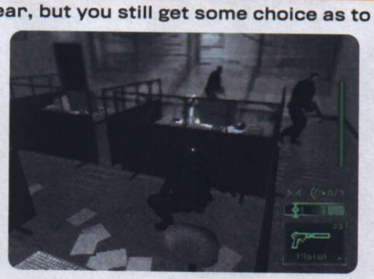
Pandora Tomorrow also manages to hit a pretty good learning curve. Anyone who's played the first game will whiz through the first three levels,

That's The Way To Do It

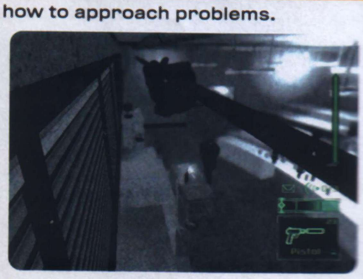
Pandora Tomorrow may be fairly linear, but you still get some choice as to how to approach problems.



▲ You're in a room hacking a computer, when you hear people outside. What's a person to do?



▲ You could hide behind something, stay out of their way and hope to God they don't turn the lights on...



▲ ...or you could peg it up a pipe and hold on here until they leave. Most puzzles have various solutions.

SPLINTER CELL: PT

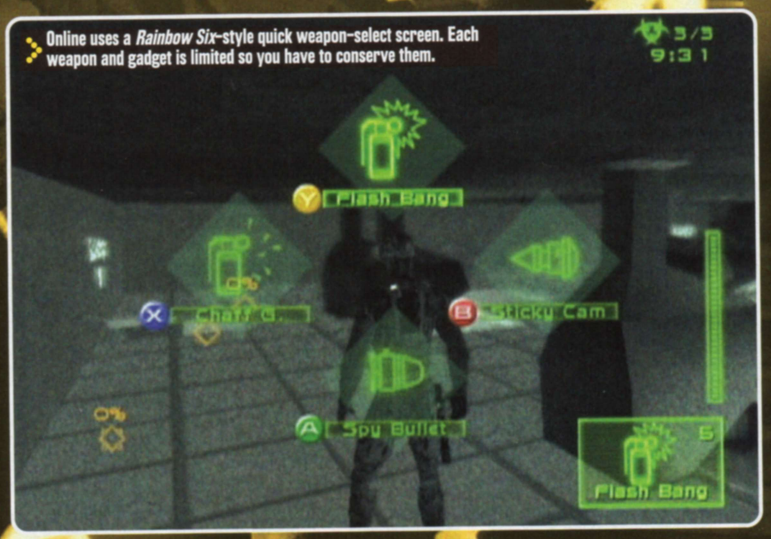
PC CD | NINTENDO GAMECUBE | XBOX | PS2

Spy Or Merc?

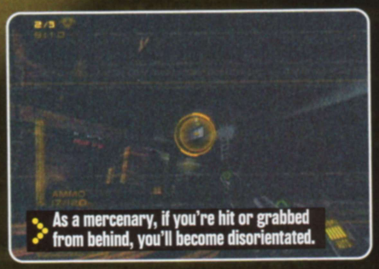
Online, you can play as either a spy or a mercenary. Spies are able to climb but are unarmed and vulnerable. The only way they can kill the mercenaries is by sneaking up and breaking their necks. The mercenaries play in first person and don't have night vision. They do, however, have a big gun.

▲ The mercenaries have weapons that can quickly kill a spy once they've found one. If a spy gets seen, all they can do is try to run and hide.

▲ The key to being a successful spy is to stay invisible, move stealthily and beware of traps and security devices.



Online uses a *Rainbow Six*-style quick weapon-select screen. Each weapon and gadget is limited so you have to conserve them.



▲ As a mercenary, if you're hit or grabbed from behind, you'll become disorientated.

▲ Mercenaries have vision modes to track movement or see spies using *their* vision tools.

Tools Of The Trade

As well as different skills and objectives, the online adversaries have different sorts of weaponry.

▲ Mercenaries can set spy traps and proximity mines. A spy trap makes a spy show up on radar.

▲ Spies have a sort of panic button – hitting the right trigger makes you drop flash bangs etc. behind you.

▲ The spies' job is to deactivate a certain number of consoles scattered around the level.

but in the final three, the game gets much more challenging.

NET SHADOWS

In single player, *Pandora Tomorrow* contains few surprises. For Xbox players, it's more like downloading seven new levels from Live than getting a brand new game. But talking of Live, online is where this game gets exciting. In the new online mode you play either as a spy or as a mercenary and there are just four players on a map, keeping things cosy. Both sides have vastly different abilities and controls. The spies play much like Sam Fisher in the main game, don't carry any lethal weapons and have to reach certain points on the map. The mercenaries have to stop them – with guns, and also with a first-person viewpoint. It's stealth versus firepower in a kind of high-tech *Counter Strike* with shadows. At this stage, we don't think that even an unexpectedly premature *Halo 2* could force it out of our disc tray for any period of time.

NEW FOR OLD

It's hard to be disappointed, as such, with *Pandora Tomorrow*'s single-player game, because it is excellent. But players of the original who won't be playing online might feel a bit short-changed. The realism and gorgeous lighting won't wow you a second time, and there don't seem to be quite as many sections that make you smile at their ingenuity. If you're like us and loved the first game, hearing Sam's night vision whirr into action once again feels as familiar as slipping into your own bed after two weeks camping on concrete. If you didn't, the few changes aren't going to convert you. The new stuff isn't exactly revolutionary. Take Sam's new half-split jump. It's pretty much the same as the split jump, but one of Sam's legs stays bent. It looks as though Sam's co-workers, the online game's shadownet spies, have stolen his thunder this time.

GAMING MASTERPIECE

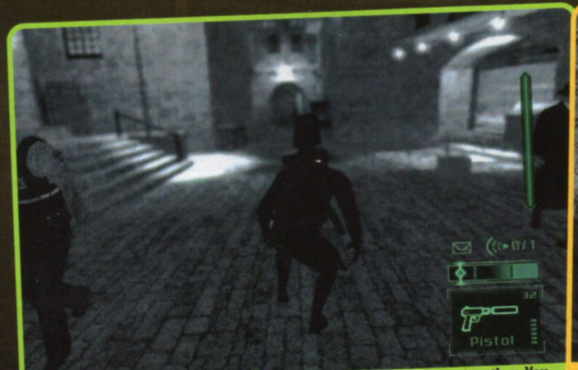
Ch-ch-changes

Pandora Tomorrow features a few changes – mostly good ones. Pressing White now pauses the game to let you choose precisely the weapon or gadget you want. You're also now temporarily blinded if you look into a light while using night vision, which discourages you from leaving it on.

▲ The weapon select option pauses the game so that you can tool up without being killed.

Good Spy, Bad Spy

One of the Jerusalem missions has you trailing a woman without being seen by anyone else.



▲ She's taking you where you need to go, but no one can see you together. You have to keep up and keep in the dark.

▲ She escorts you to a lift, then Lambert orders you to kill her. You choose whether to do it and your decision affects part of the game later on.

Judgement

GRAPHICS As realistic as before, but the amount of night vision means you often don't appreciate it.

GAMEPLAY One for perfectionists. *Splinter Cell* is all about well executed attacks and stealth.

LIFESPAN The single player game is easily completed but online is like a bottomless pick 'n' mix.

In single player, this is more an expansion than a whole new game, although fans will be happy. Online is what really steals the show.

Overall 90%

REVIEWER

Kath Brice

OUT: NOW

FORMAT: PS2
PRICE: £40
DEVELOPER: UBISOFT
PUBLISHER: UBISOFT
SPECIAL FEATURES: ONLINE
OTHER FORMATS: NONE
CALL: 01932 838230
PLAYERS: 1-2

Storming On In

Before each mission, you get to choose your soliders and equip them – you can go heavy on snipers or demolition men, depending on the mission. Then, it's a case of reaching each objective location in one piece and securing the area. There are different types of missions, ranging from streets to mountains.

▲ You've got night vision at your disposal for night-time missions (or for just when you fancy seeing the world in green).

▲ In hostage situations, you need to secure the hostages unharmed. So make sure you're careful where all those grenades go.

▲ In some missions you have to keep all of your men alive. So you need to tread even more carefully to avoid accidentally getting them killed.

▲ Missions take place mostly in the jungle (obviously), but you also get to storm mountain villages and cities.

Another *Ghost Recon* game striving to **take the PS2 by storm** – but does it manage it?

Tom Clancy's Ghost Recon: Jungle Storm

PS2 owners – you missed out a bit with the first *Ghost Recon*. Not just because it looked a bit ropey, but because there was none of the superb online play that Xbox owners enjoyed.

Jungle Storm is Ubi's way of making it up to you, though. Not only do you get a brand-new eight-mission Campaign mode, you get the Xbox's *Island Thunder* campaign too. And you get to play online at last – generous or what?

STEP AHEAD

Well, with so much in there it appears pretty generous, but the *Island Thunder* campaign in particular seems to be suffering from some serious AI issues and glitches. While you can't expect it to look as good on the PS2 as it does on the Xbox, you don't expect distant enemies to take 10-metre-long strides either. Sometimes you zoom in on an enemy solider's head and watch in disbelief as he leaps jerkily out of sight. Then you catch sight of one of your allies having some sort of fit. It doesn't do much to immerse you in what's supposed to be an ultra-realistic combat experience.

SNEAKY

If you're unfamiliar with the *Ghost Recon* games, they're realistic because they're far from just a run-and-gun experience. Instead, you have to sneak through vast environments, diligently checking all around for hidden enemies as you go. You have command of two fireteams, which you can put into position and command using a pretty simple map screen. The slow gameplay won't suit everyone, but it makes for lots of intense moments.

At least, it does on the PC and Xbox. The PS2 campaigns don't feel as good and even with the new option to control your squad with the headset, it all pales in comparison to the likes of *SOCOM 2*. Basically, unless you're online, *Ghost Recon* isn't going to go down too much of a storm with you.

Softography

These guys have also made...

Splinter Cell (XB)	89%
Tom & Jerry in Infernal Escape (GBA)	76%
XIII	94%
Beyond Good & Evil	80%
Prince of Persia: Sands of Time	86%
Batman: Rise of Sin Tzu	42%

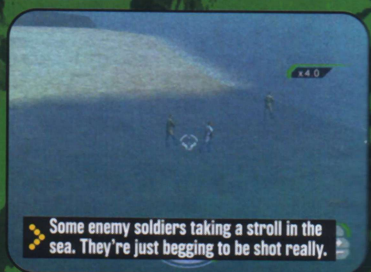
The Change

Jungle Storm is a bit simpler than other *Ghost Recons*. It's got a more straightforward map and a more informative threat indicator.

Ordering your teams into position is easy and you've also got the option of clicking in-game where you want them.

The threat indicator flashes different colours to show how close enemies are. An eye icon lights up when you're visible to them.

Unlike other *Ghost Recons*, the screen in *Jungle Storm* goes annoyingly blurry after you're hit by a bullet.



Some enemy soldiers taking a stroll in the sea. They're just begging to be shot really.

The Best Bit

If you plan your attack, you can arrange your men around the outside of an area, then sneak in and shoot everyone dead knowing you've got back-up if it all kicks off.

Judgement

GRAPHICS The environments look good and they're more varied than the usual all-jungle ones.

GAMEPLAY The simpler interface and threat indicator makes it less hardcore than other versions.

LIFESPAN Loads of stuff – two campaigns, split-screen co-op, deathmatches and online play.

The glitchy AI lets down the single-player and it's not as smooth as other versions. Only worth buying for co-op and online.

Overall 68%

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OUT: NOW | **FORMAT:** GBA | **PRICE:** £30 | **DEVELOPER:** RARE | **PUBLISHER:** THQ

▲ These caves open up as you progress – you need to enter them to steal treasure from the Sabre Wulf.

▲ Enter a cave, get to the end of the level, nick the treasure, and scarper. That's the guts of the game.

Sabre Wulf

Rare prove that **good gaming** doesn't **get old...**

For gentlemen of a certain age, *Sabre Wulf* is a little slice of retro heaven. Many years ago developers Rare were known as Ultimate Play The Game (snappy, huh?) and released the original *Sabre Wulf* on the prehistoric ZX Spectrum. Here's the remake – but does it mean anything to those who weren't around the first time?

The answer is a resounding yes, as this is an entertaining slice of the platform-adventure game that Rare do so well. There's a smidgeon of wandering around and talking to people, and plenty of action as well; you've got to steal treasure from the wulf of the title and scarper before he can catch you. Throw in the enjoyable use of strange creatures (such as the Blubba, which can be employed to jump high over obstacles) and, of course a healthy dose of collecting items and you've got a game that provides a pleasing modicum of pocket-sized fun.

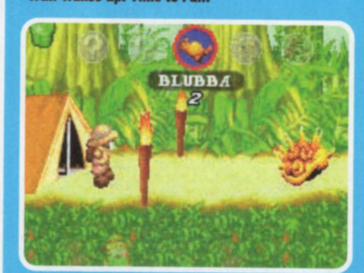
OLD SCHOOL

It's almost wholly unoriginal though, as, being from Rare, it's almost exactly what you'd expect. That's not to slight the game at all, but it does mean that there's little in the way of surprises in *Sabre Wulf*. But that can't get in the way of it being damn good fun.

Wolf Whistle

Your aim is to rescue treasure from the Sabre Wulf. You'll need to make your way from one end of the level to the other, steal the treasure and scarper. The Wulf will give chase so you've got to make sure you stay ahead.

▲ There's the treasure. As soon as you nick it, the Wulf wakes up. Time to run!



▲ You can obtain strange animals to use as items, and each has a specific ability. Very useful.

▲ Once you're back at your tent the Sabre Wulf will give up the chase. The treasure will be either gold, silver or bronze depending on how quick you were.

Judgement

GRAPHICS Rare once again prove their mastery of the GBA – this looks absolutely cracking.

GAMEPLAY An entertaining but unsurprising mix of platforming and adventuring.

LIFESPAN A hefty enough challenge for the single player and there's added multiplayer support.

An excellent game and a neat revival of a true gaming golden oldie – just don't expect anything particularly new.

Overall 80%

REVIEWER: Jes Bickham

OUT: NOW | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** SNOWBLIND | **PUBLISHER:** UBISOFT

▲ Admittedly, this type of game isn't for everyone, but RPG fans will be jumping up and down with excitement.

▲ There are five different character types, from barbarians to the pleasingly-named Erudite Wizards.

Champions of Norrath: Realms of Everquest

It's *Everquest*, Jim, but **not as we know it** – and that's a fine thing...

We were in seventh heaven with last month's *Baldur's Gate: Dark Alliance 2*. As far as hack-slash RPG killfests go, it's pretty top-notch... or so we thought. Because as fine as it certainly is, *Champions of Norrath* has come along to comprehensively steal its thunder. Yup, it really is *that* good.

On a first play it's almost exactly the same as *Dark Alliance*, from the polished visuals to the actual gameplay. It's all about wading hip-deep through swarms of goblins, accruing experience, obtaining items and growing more powerful.

WORK TOGETHER

But *Champions of Norrath* trumps Acclaim's game in one important respect: it allows four friends to play co-operatively both offline and online. It even supports Sony's USB headset so you can speak to your teammates while online, and as such offers a much more entertaining social experience if you've got the requisite number of chums with the right equipment and plenty of time to spare.

Obviously the online aspect is something that only a relative handful of people are going to be able to enjoy at the moment, and *Champions of Norrath* has some technical problems that *Dark Alliance 2* doesn't (notably frame-rate problems in certain areas) but it's currently the high point of this particular type of console RPG. Which means it's pretty chuffing good indeed.

Judgement

GRAPHICS A wonderfully detailed – if generic – fantasy world, beautifully lit and full of character.

GAMEPLAY The regular hack 'n' slash antics, much enlivened by co-operative action and online play.

LIFESPAN 45 levels plus sidequests *and* day-wasting co-operative fun. It'll last, all right.

A truly excellent console RPG that really comes to life with friends. In many ways a step up from the excellent *Dark Alliance 2*.

Overall 86%

▲ Get some mates over and a night of goblin-filled funnery awaits. Honest!

REVIEWER: Jes Bickham

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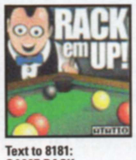

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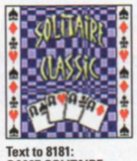

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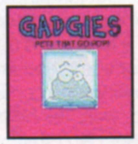

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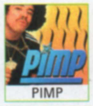

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50 Cent ft Snoop Dogg - **PIMP**	pimp
Beenie Man - **Dude**	dude
Beyonce - **Naughty Girl**	naughty
Black Eyed Peas - **Hey Mama**	mama
Black Eyed Peas - **Shut Up**	shutup
Boogie Pimps - **Somebody To Love**	tolove
Britney - **Toxic**	toxic
Deepest Blue - **Give It Away**	giveit
Kelis - **Milkshake**	milkshake
Kylie - **Red Blooded Woman**	blooded
Gary Jules - **Mad World**	madworld
Outkast - **The Way You Move**	youmove
Jamelia - **Thank You**	thankyou
LMC vs U2 - **Take Me To The Clouds Above**	lmc
Pink - **God Is A DJ**	godis
Sean Paul - **Im Still In Love With You**	imstill
So Solid Crew - **So Grimey**	grimey
The Darkness - **Love Is Only A Feeling**	isonly
Usher ft Ludacris - **Yeah**	yeah

8181 GREATEST TONES	KEYWORD
50 Cent - **In Da Club**	club
Beyonce - **Crazy In Love**	inlove
Beyonce ft Sean Paul - **Baby Boy**	baby
Black Eyed Peas - **Where Is The Love**	thelove
Blu Cantrell ft Sean Paul - **Breathe**	breathe
Dido - **White Flag**	flag
Eminem - **Stan**	stan
Eminem - **Lose Yourself**	lose
Evanescence - **Bring Me To Life**	tolife
Fatman Scoop - **Be Faithful**	faithful
Jamelia - **Superstar**	superstar
Justin Timberlake - **Rock Your Body**	body
Kevin Lyttle - **Turn Me On**	meon
Kylie - **Slow**	slow
Outkast - **Hey Ya**	heyya
R Kelly - **Ignition**	ignition
Sean Paul - **Like Glue**	likeglue
The Darkness - **I Believe In A Thing Called Love**	athing
Ultrabeat - **Pretty Green Eyes**	greeneyes
XTM ft DJ Chucky - **Fly On The Wings Of Love**	flyon

8181 FILM & TV THEMES	KEYWORD
A Team - **TV Theme**	ateam
Airwolf - **TV Theme**	airwolf
Buffy - **TV Theme**	buffy
Harry Potter - **Film Theme**	potter
Itchy & Scratchy - **TV Theme**	itchy
Jackass - **TV Theme**	jackass
James Bond - **Film Theme**	bond
Knight Rider - **TV Theme**	knight
Lord Of The Rings - **Film Theme**	rings
Mission Impossible - **Film Theme**	mission
Match Of The Day - **TV Theme**	match
Muppets - **TV Theme**	muppets
Only Fools & Horses - **TV Theme**	horses
Pink Panther - **TV Theme**	panther
Scooby Doo - **TV Theme**	scooby
South Park -**TV Theme**	southpark
The Flintstones - **TV Theme**	flintstones
The Godfather - **Film Theme**	godfather
The Great Escape - **Film Theme**	escape
The Simpsons - **TV Theme**	simpsons

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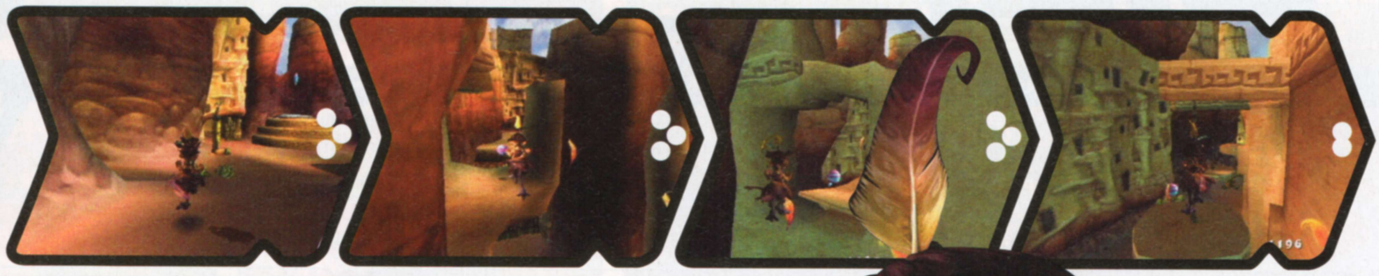


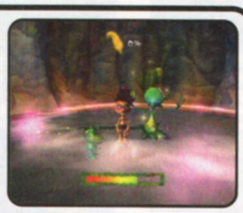
OUT: 20TH MAR | **FORMAT:** PS2 | **PRICE:** £35 | **DEVELOPER:** AVALANCHE | **PUBLISHER:** THQ | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** GC, GBA | **CALL:** 02380 619125 | **PLAYERS:** 1

Flower Power

Magical Nubu plants are needed to restore the sheep-villagers, but they won't just let you pick them. They fight to the bitter end...

These plants aren't just humble soil-suckers. First they taunt you. The cheek of it! Then come the exploding seeds...

Now, if the vicious baby plants don't manage to kill you, the flailing tendrils might do the job instead.

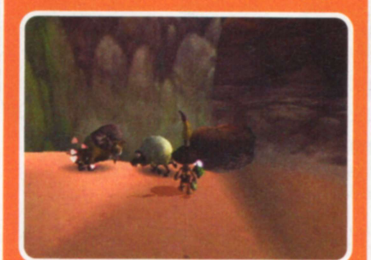


And did we mention the shockwave attack or poisonous belch? Jeez. Wouldn't tulips do instead?

Animal Harm

The wildlife in *Tak And The Power Of JuJu* can usually help you out if you're in a bind, even if they don't seem too friendly. Take the very violent billy goats for example. If only there were a way to stop them charging at you. Hmmm...

▲ The villagers have all been turned into sheep. Hey! Sheep. Goats. They're almost the same, right?



▲ While billy boy gets all lovey dovey with an unfortunate villager you get to make your escape.

A Tak is the **best form of defence.** Against boredom...

Tak and the Power of JuJu

***Tak and the Power of JuJu* is a good platform adventure. Cool. That's the review sorted. We'll fill the rest of the page with pictures.**

As if. A verdict of 'good' needs all the help it can get. If *Tak* were 'brilliant' that would be one thing. Even if it were 'arse-weepingly terrible', there'd be a spark of interest because it sounds passionate. But 'good'? Well, it really isn't as bad as it sounds.

WOOLLY

Set on a lush island world, the game follows hero Tak as he tries to recover a set of stolen Moonstones. Without these, the tribe's protectress (the Moon JuJu) is powerless and the villagers, who have been turned into sheep, will stay woolly and dumb forever.

And so the stage is set for much collecting of feathers (for health and magical 'JuJu' power), gold teeth (to access JuJu tombs), magical Nubu plants (to de-sheepify villagers), acorns (for Tak's handy blowpipe), Yorbels (to summon JuJu spirits), and of course Moonstones. It's quite a shopping list and Tak's world has several exotic regions in which to search. To help you, you can win JuJu powers, from Warp Mastery to fruit-summoning, and the islands' wildlife features in quirky puzzle-solving.

MIDDLE GROUND

Tak boasts a great sense of humour, and all in all it makes for a truly engaging way to spend time. But jumping can feel imprecise, the lack of a map does make for some genuine orientation confusion, and, well, Tak himself just isn't that appealing a hero.

None of these quibbles are game-wreckers, but the end result is a platformer that's neither stupendous nor bad. Far from it, it's good. Which is where we came in. Definitely worth a rental and if you're still not convinced...Well, there'll be another *Ratchet & Clank* along at Christmas...

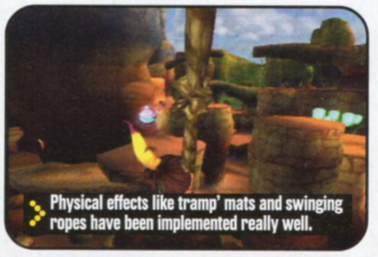
▲ Alone in the dark with a bunch of nasty Nerbils. Better collect those Yorbels quickly.

▲ It's a little known fact but rhinos really like to be ridden and make fantastic house pets. No, really...

Softography

These guys have also made...

Off Road Challenge	N/A
Rampage Through Time	N/A
Rugrats in Paris: The Movie	N/A



Physical effects like tramp' mats and swinging ropes have been implemented really well.

The Best Bit

The banana-munching Orang Utans are brilliant, but useful too. Step on their lunch and they'll catapult you to new areas...

Judgement

GRAPHICS Lush environments and neat animation, let down by some woolly collision detection.

GAMEPLAY Tak's quest keeps opening up, which is great, but there's a lack of urgency.

LIFESPAN There's always reason to return to explored regions for secret areas and so on.

Tak is fun and genuinely likeable, but in a field where there are a handful of outstanding platformers, is that enough?

Overall 70%

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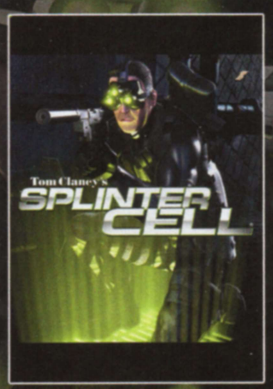

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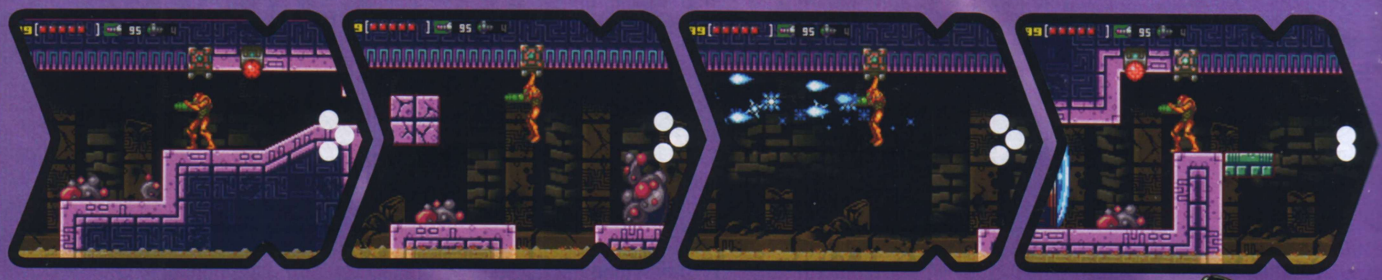
REVIEWER

Adam Norton



OUT: 30TH APRIL | **FORMAT:** GBA | **PRICE:** £30 | **DEVELOPER:** NINTENDO | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** FUSION LINK-UP | **OTHER FORMATS:** NONE | **CALL:** 01932 895390 | **PLAYERS:** 1

Factpack

The stuff you need to know...

Areas	7
Main power-ups	17
Hours of play	3-6
Metroids	We're not telling

Ha ha! Dismantle alien beehives for fun and profit.

Destroying the Space Pirates for the first time – all over again...

Metroid: Zero Mission

Power-Upping The Ante

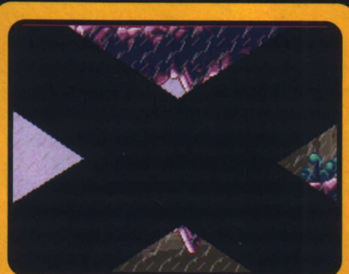
MZM has various power-ups that can imbue you with a range of different skills and talents, and can be modified and updated to increase your powers. Which is just as well when you've got pirates to fight.

▲ The Beam. With modifications it can shoot further, charge up, freeze enemies, pass through walls and gain great strength.

▲ The Morph Ball. Use it to roll through tight tunnels. It's updated later with bombs and a jump, completing the spherical amusement perfectly.

▲ The Power Grip. It lets you hang from ledges athletically. There are plenty of others to discover as you progress.

Censored



▲ While most of the game's essentially brand new, there's a *particularly* surprising part near... well, er, we can't tell you.

▲ Instead, we'll tease you with these ingeniously censored screenshots. Aren't we devils? We are, aren't we?

"Now, I shall finally tell the tale of my first battle here... My so-called Zero Mission," Samus Aran declares. There are footsteps. A lift lowers. Samus opens her eyes cinematically. And the familiar Brinstar music wafts from the GBA's speakers. Strangely, for such an inhospitable place, it's awfully *good* to be back on Zebes.

MZM is, as everyone now knows, a slick reworking of the original NES *Metroid*. But, phewf, it's only similar in a vague, broad sort of manner – zoom in and you'll see that the whole thing's swarming with new puzzles, areas, power-ups and enemies.

We are, however, back at the beginning of the plotline, which means a young Mother Brain is still at large, and the Space Pirates have yet to die explosively. Let's step to it, then.

HORNED

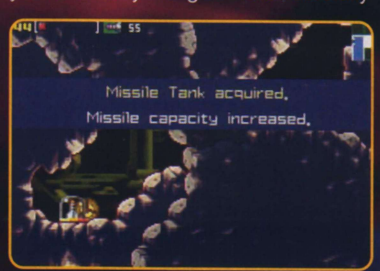
Although *Metroid* is, on the face of it, a platform shoot-'em-up, there are no such things as levels. Instead, it's all set in one gigantic overworld (divided into a few distinct regions), and you have to use your cunning as much as your arm-cannon to negotiate it.

Although the large, sprawling, 'go anywhere' vibe could easily fool you into thinking it somewhat non-linear, you're actually being funnelled carefully through it all. To put it in plain terms: explore area, find obstacle, explore other area, find power-up, revisit first area, destroy obstacle – access new area. Peppered, of course, with platforms, hidden tunnels, lava pools and many an injurious beast.

WINGED

Deft touches abound, be they purely scene-setting devices or surprise gameplay twists. It's the Rubik's Cube of adventure games; it writhes about unpredictably, teasing and rewarding alternately, always one step ahead. It's shooty enough to thrill you and puzzley enough to stimulate you.

▲ Ice irritates fiery denizens. It should be vice versa, when you think about it.



▲ There are masses of ingeniously hidden upgrades to find, adding immeasurably to its replayability.

▲ Standing Chozo statues, handily, give you an indication of where to go next.

Other Metroids

MZM is, in fact, the sixth *Metroid* game. Here, we examine its legendary forebears (discounting the all-too-famous original, of course).

▲ *Metroid 2* (GB, '92). Vexingly graceless – insipid caves promote locational puzzlement.

▲ *Super Metroid* (SNES, '94). Atmospheric, ingenious and generally a joy. The new one to beat.

▼ *Metroid Fusion* (GBA, '02). Newly story-driven, but oldly *Super Metroid*-ish (and great).

▼ *Metroid Prime* (GC, '02). Exactly what a *Metroid* game should be, except in 3D. Glorious.

The Best Bit

Finding a new item is always decent, even if you do seem to gather them with tremendous speed.

Softography

These guys have also made...

Wario Ware Inc: Minigame Mania	90%
Super Mario Advance 4	91%
Super Mario Advance 2	95%
Game and Watch Gallery Advance	88%
Metroid Fusion	92%
Advance Wars	95%

But, disappointingly, it's far too short. Longevity-related complaints seem to haunt most of Nintendo's releases these days, and you'll finish *MZM* within three to six hours, and then you've only a harder difficulty and the newly unlocked original game to amuse yourself with. While you're certainly going to be pleased with *MZM*, your wallet will most likely go off in a huff.

> "...although **Metroid is,** on the face of it, a **platform shoot-'em-up,** there are **no such things** as levels..."

CEREBRUM

It's relatively easy to get through, too. There are only a few bits that are likely to completely stump you, and the game wisely avoids throwing difficult enemies at you till quite near the end.

Ultimately, though, it's impossible to deny *MZM*'s magnetising quality. Mini-bosses suddenly erupt from walls. Secret routes are stumbled upon. Things are shown from one angle, and later from another. Quiet moments are merely commas in *MZM*'s paragraphs, for those electric impulses soon race across your mind again: "Aha! Perhaps, just perhaps, that might work..."

Whether you buy it on release or wait till it's cheaper is entirely up to you, but *MZM* is fabulous.

Districts

Brinstar is the friendliest area, characterised by a general pervading rockiness. Most other areas adjoin it.

Norfair is a complex-ish labyrinth overflowing with lava. Also: passages apparently made out of sturdy eyeballs.

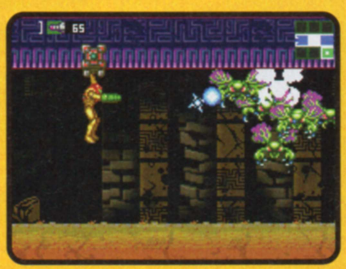
Crateria is merely a small, waterlogged cavern near to the surface of Zebes. Chozo ruins sit nearby.

Kraid's lair is primarily bricky. The Zip Lines come into play, here, as does some excellent music.

These giant woodlice things are temporarily problematic.

Moments

Moments? You want moments? We got moments.



▲ Swishing over lava while gunning down a swarm of pursuing insects? All right.

▲ Flying from a cannon through dozens of overhead rocks? Certainly.

▲ Gazing pensively at a serene purple sky, clouds lapping at your feet? Excellent choice, sir.

Judgement

GRAPHICS Well animated, full of detail and pleasingly subtle. The bosses are gigantic.

GAMEPLAY Almost flawless. More about exploration than shooting, though there's lots of that too.

LIFESPAN Here's where it falters. Chums, you could beat it over a weekend.

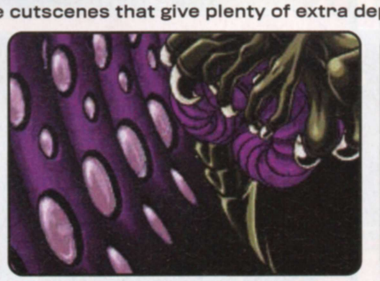
Metroid Zero Mission is genuinely brilliant. Go into it *expecting* three-six hours of gameplay and you won't be disappointed.

Overall 88%

The Power And The Glory

MZM has a range of tidily unobtrusive cutscenes that give plenty of extra depth to the story.

▲ A sinister silhouette. What's happening, though? You'll just have to wait and see.



▲ Some buttons and a creature. What's happening, though? Again, you'll just have to wait and see.

▲ Samus reacting to something. But what? What? What the devil could it possibly be? We're not saying.

HANDHELD HEAVEN

Miniature marvels or dinky disappointments? We turn our magnifying glass on another batch of cut-down creations...

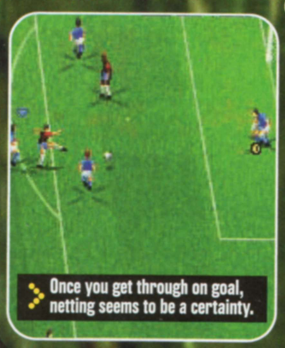
N-GAGE

DEVELOPER/PUBLISHER: GAMELOFT PLAYERS: 1-2

Marcel Desailly Pro Soccer

In a masterpiece of miniaturisation, the ever-expanding world of professional football has been wrapped up in one neat, petit punchy package – sort of like Robbie Savage. Except with *MDPS* you never want to pour petrol into his ponytail and flambé his head.

Instead of *FIFA*-style speed, this game aims at simulation, with no less than seven buttons for passing and shooting along with League and Career modes that let you improve players skills, heal injuries and serve bans. It also offers 64 club and national teams and five neatly designed stadia.



But like the ageing but stoical stopper on the box, there are flaws in this game. The matches can seem to chug instead of flow, the keepers couldn't stop a greased pig in a narrow corridor and N-Gage always gives you the wrong player to control – which can be a disaster when the button to change him is constantly out of reach. Arrgh!

Spritely but slightly flawed serious sim. **80%**

GAME BOY ADVANCE

DEVELOPER/PUBLISHER SEGA PLAYERS: 1-4

Sonic Pinball Party

Sega are brave little tinkers. GBA owners have already had their flipper-fix with the excellent *Pokémon Pinball*, but they've gone ahead and made *Sonic Pinball* anyway. Is there room for two ball-bashers on Nintendo's handheld?

Most definitely. *Sonic Pinball* might have a floatier 'feel' than *Pokémon* but it's well worth playing. It's got three tables to offer, for a start – including one based on *Nights* and another on *Samba De Amigo* – plus a pile of challenges. Perhaps best of all, there's a number of games for four players to enjoy, requiring only one game cartridge. Not bad, huh?

Pokémon Pinball remains the leader of the pack but this is a strong alternative. And you can't say fairer than that.

Top pinball action for Sonic fans. **78%**

GAME BOY ADVANCE

DEVELOPER: WARTHOG PUBLISHER: EA PLAYERS: 1

Looney Tunes: Back In Action

***Back in Action* might actually have been jolly good fun, if not for the incessant game niggles...**

An isometric adventure game based on the new movie, *Back in Action* chronicles the adventures of Daffy and Bugs as they seek out the mysterious Blue Monkey Diamond.

Irritations abound. Tap the D-Pad and your selected character twitches around uncontrollably, making unintended deaths all too common. And, infuriatingly, an area seems to reset itself once you walk a certain distance, leaving you trapped – the only way out is suicide. For example, one section sees Foghorn-Leghorn trapped behind barrels of dynamite. The only way to get him out is to suicide-jump into the barrels, sacrificing a life in the process. Brilliantly, due to the game's *unforgivable* slowdown, this all looks stunningly, hilariously epic.

Suicide is a common theme in *Back in Action*; maybe the programmers are trying to tell us something.

Should be called *Out of Action*. **58%**

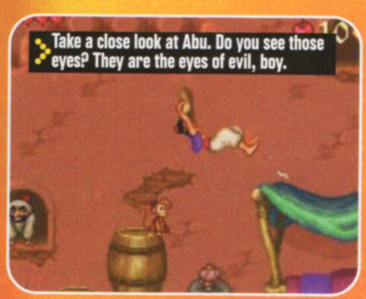
GAME BOY ADVANCE

DEVELOPER: CAPCOM PUBLISHER: DISNEY INTERACTIVE PLAYERS: 1

Aladdin

'Find the diamond in the rough,' said the huge sand-tiger. Is *Aladdin* really what we were looking for...?

Aladdin, a Disney feature film, spawned a fair number of games; some older gamers may remember the SNES and Mega Drive versions. But lo! He's back! In a new side-scrolling platformer! Isn't this amazing? The game isn't awful... it's just a bit – sigh – stupid. Outrageously placed enemies abound. Laugh with joy as barrel-throwing guards stand and stare at you from where they can't do you any damage. You'll also want to throttle Aladdin's pet monkey, Abu, who is no help whatsoever.



There are a few good moments – such as leaping and diving to avoid fireballs in the Cave of Wonders – but the game itself is very much a 'been there, seen that before' affair.

All in all, a bit of a dissapointment. But, really... what did you expect?

Not really worth the bother. **66%**

REVIEWERS: Francis Murphy, Jes Bickham, Alex Cooke

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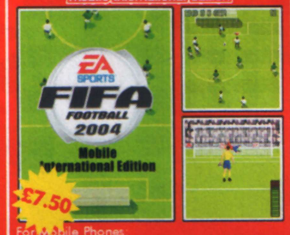

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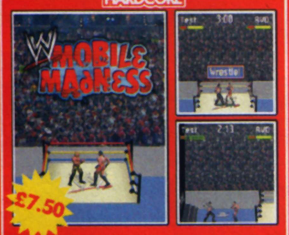

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OUT: 26TH MARCH FORMAT: GBA PRICE: £30 DEVELOPER: NATSUME PUBLISHER: UBISOFT

A relaxing spa bath is just what the doctor ordered when you've been toiling away in the fields. Feel the stress vanish.

Harvest Moon: Friends of Mineral Town

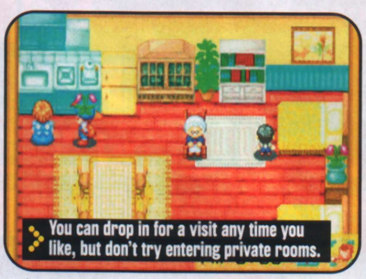
Down on the farm, GBA-style. Prepare to get your hands dirty...

Never encountered *Harvest Moon*? You've missed out on some of the best and most original RPGs out there – but *Friends Of Mineral Town* is all the introduction you need.

You play a young lad who inherits a run-down old farm, and the aim is to build it into a thriving business. This is no simple matter of playing mini-games or beating rivals, because you're entirely on your own. It's just you, your two hands, and a patch of wasteland that needs to be ploughed, planted and watered.

After a while you'll be able to buy animals, machinery to make life less arduous, and trinkets for wooing the ladies of Mineral Town. The sub-plot, you see, involves dating and marriage – no kidding, but maybe a kid on the way if you're lucky.

It isn't for everyone, and it's hard going at first. But once you get involved with the lives of the locals, it's impossible to put down.



You can drop in for a visit any time you like, but don't try entering private rooms.

Your neighbourhood. It's a bigger playing area than you get in the GameCube version.

REVIEWER: Martin Kitts

Judgement

GRAPHICS Nothing too flashy here. It's all nice and clear and simple, and it works very well.

GAMEPLAY Classic farming action – just like the previous versions, only bigger.

LIFESPAN Half an hour of weeding here and there will make the game last months.

A special experience. Much like the older *Harvest Moon* titles but with better graphics and more to see. Don't miss it.

Overall 87%

REVIEWER

Martin Kitts

OUT: 26TH MARCH FORMAT: GC PRICE: £40 DEVELOPER: NATSUME PUBLISHER: UBISOFT

Married with children – but at least the turnips are sprouting nicely...

Harvest Moon: A Wonderful Life

Harvest Moon on the GameCube is a rather more complex affair than the GBA version (see left). **You've got all the usual crop-planting and animal-rearing, but it all takes place in the middle of a living, breathing village just outside Mineral Town.**

Softography

These guys have also made...

Harvest Moon: Save The Homeland (PS2)	N/A
Monsters Inc	67%
Medabots AX Rokushu Version	69%
WWE Road to Wrestlemania X8	61%

COUNTRY MILE

Like the classic N64 title *Zelda: Majora's Mask*, the residents of *A Wonderful Life* follow their own daily routines, moving from place to place and behaving like a real active community.

Your mission is to become a part of this world by turning your farm into the hub of the community and marrying one of three eligible lasses.

Over the course of 30 years, you'll raise a family, witness celebrations and tragedy, and watch your friends (and your own character) age with the passing seasons. It's breathtakingly beautiful and at times quite heartbreaking. We can't recall ever seeing a game that deals with the

Share Wealth

Play both versions of *Harvest Moon* and you can link up to access some bonus features. Depending on how much you've done in the GBA version, you get new recipes, special items and character profiles for your GameCube farm. It's a nice little extra but none of it is essential – you can play either version alone.

▲ New tools for the animals, hybrid veggies and delicious recipes, thanks to the GBA link-up.

Your trusty mentor gives you a cow at the start of the game. Better get milking...

PREVIOUSLY IN Games Master

Missed a copy of *GM* and are thirsting for game scores? Want to know if a game is mup or magic? Here's where we group together the scores from the last few issues for your at-a-glance perusal! Inside the *GM* records bunker we pump our tilly lamps, adjust our horn-rimmed goggles, haul open the bronze and ebony blast doors and retrieve the lot just for you!

HITS THE ONES WE THINK ARE TOP OVER 90%

PITS THE ONES THAT SHOULD BE SHOT UNDER 50%

DEUS EX: INVISIBLE WAR	(XB)	90%
SONIC BATTLE	(GBA)	86%
SEGA GT ONLINE	(XB)	83%
THE HAUNTED MANSION	(PS2)	82%
SPHINX & THE CURSED MUMMY	(XB)	80%
KYA: DARK LINEAGE	(PS2)	80%
SONIC HEROES	(XB)	78%
FORBIDDEN SIREN	(PS2)	74%
ARMED AND DANGEROUS	(XB)	74%
WHIPLASH	(PS2)	73%
X2: THE THREAT	(PC)	71%

RESIDENT EVIL CODE: VERONICA X (82)		71%
MAFIA	(PS2)	70%
CARVE	(XB)	70%
CRICKET 2004	(PS2)	68%
R-TYPE: FINAL	(PS2)	63%
HYPER STREET FIGHTER 2	(PS2)	60%
LOONEY TUNES: BACK IN ACTION	(PS2)	57%
SPAWN: ARMAGEDDON	(PS2)	57%
KIRBY AIR RIDE	(GC)	56%
SPYHUNTER 2	(PS2)	48%
DYNASTY WARRIORS 4	(PS2)	48%

HARVEST MOON: A WONDERFUL LIFE

NINTENDO GAMECUBE

SPECIAL FEATURES: ..... GBA LINK-UP
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PLAYERS: 1

▲ This sorry excuse for a vegetable patch will soon be blooming with tomatoes and watermelons. Hopefully.

▲ That's Muffy, one of three girls you can woo and marry. In fact marriage is essential, so choose well.

harsh truths of love and loss in such an honest, compelling manner, and it plays unlike anything you've loaded into your GameCube in the past.

It's hard to compare *A Wonderful Life* to any of its predecessors, but it's undoubtedly the finest game in the long-running *Harvest Moon* series.

Set aside any prejudices against RPGs, dating sims or games that don't involve killing and high scores. This is a whole new world of interactive storytelling, and with around 100 hours of gameplay it's something you're not going to forget in a hurry. Outstanding.

"...Over the course of 30 years you'll raise a family and age with the passing seasons..."

Judgement

GRAPHICS Excellent. Full of character as well as technically very impressive.

GAMEPLAY You might be bemused at first but stick with it. It's quite an experience.

LIFESPAN Finishing it should take 100 hours, and there are three possible storylines.

One of the high points of the year's gaming so far. Open your mind and give in to the power of farming love.

Overall 91%

GAMING MASTERPIECE

And if we've missed anything here's our...

Reviews Round-up

ASTERIX AND OBELIX XXL 61%

Okay, so Asterix sounds surprisingly Welsh for a Frenchman, but don't let that put you off too much. For a kid's game, this has a decent fighting system and loads of Romans filling the screen at once. Innovative though, it's not.

FORMAT: PS2 BY: ATARI PRICE: £40

LEGACY OF KAIN: DEFIANCE 65%

It's well-designed and features plenty of variety with two main, distinct characters. There are some engaging puzzles too. The thing that lets the whole thing down is the camera. It's appalling. Get *Prince of Persia* instead.

FORMAT: PC BY: EIDOS PRICE: £35

MEGAMAN X7 45%

Megaman's been going for over a decade now, unfathomably surviving despite every new game being very little different. Yes, he has his fans, but basically it's crude, clumsy and the same as every other *Megaman* game.

FORMAT: PS2 BY: CAPCOM PRICE: £40

WORLD CHAMPIONSHIP POOL 2004 68%

If you're after a super in-depth pool sim, you won't go far wrong here. It's got all sorts of options. With it being 'championship pool', it's got all the big names, although not so much effort has gone into character animation.

FORMAT: HB BY: JALECO PRICE: £40

WRATH UNLEASHED 52%

If you're into your *D&D*-style malarky, this could be for you. Best described as part tactical board game and part one-on-one fighter, you move your pieces and fight for squares. And it's not that straightforward.

FORMAT: HB BY: LUCASARTS PRICE: £30

HARRY POTTER AND THE PHILOSOPHER'S STONE 65%

The *Potter* films are a fair bit behind the books, so EA have re-released this PSone game while they work on *The Prisoner of Azkaban*. It's been given a make-over and a few new areas, but it's all way too simple.

FORMAT: HB BY: EA PRICE: £40

PUYO POP FEVER 80%

It's a bit like *Tetris* with squishy balls instead of blocks, but although you have to link like-coloured blobs you also have to destroy your opponent. That means causing chain reactions. Huge amounts of fun in two-player.

FORMAT: PS2 BY: SEGA PRICE: £20

PRINCE OF PERSIA: THE SANDS OF TIME 90%

The princely one just gets better on the Xbox, thanks to some even more gorgeous graphics. The same issues still apply – an occasionally iffy camera and frustrating combat, but the platforming is second to none.

FORMAT: HB BY: UBISOFT PRICE: £40

FIGHTBOX 12%

You know how *Fightbox* is a rather abysmal TV programme based on videogames? Well, the videogame version of that programme is even worse. It looks ugly, plays clumsily and has near non-existent collision detection.

FORMAT: PS2 BY: BBC MULTIMEDIA PRICE: £20

MEGAMAN BATTLE CHIP CHALLENGE 16%

There's so little to this game, it makes you wonder why anyone would bother. You place your Battle Chips into your deck and hit A a lot. No exploring, no dungeons, no talking. Basically no fun at all.

FORMAT: GBA BY: CAPCOM PRICE: £30

DISNEY'S HIDE & SNEAK 30%

Kind of a kiddies' first stealth game with Disney characters, *Hide & Sneak* could have served a purpose if it wasn't so bad. The controls are infuriating for adults let alone kids, as is the fixed camera. Pointless.

FORMAT: GC BY: CAPCOM PRICE: £40

BLACK HAWK DOWN: TEAM SABRE 70%

There are plenty of problems with this expansion pack. It offers little more than some extra missions and your team's AI is pretty bad. It still manages to be fun though – the gameplay remains addictive.

FORMAT: PC BY: NOVALOGIC PRICE: £30

DEUS EX: INVISIBLE WAR	(PC)	92%
007: EVERYTHING OR NOTHING	(GC)	88%
RESIDENT EVIL: OUTBREAK	(PS2)	85%
BALDUR'S GATE: DARK ALLIANCE 2	(PS2)	85%
FLIPNIC	(PS2)	83%
CASTLEVANIA	(PS2)	83%
I-NINJA	(PS2)	82%
TRACKMANIA	(PC)	81%
MAXIMO VS. ARMY OF ZIN	(PS2)	80%
IN MEMORIAM	(PC)	80%
KILL.SWITCH	(PS2)	78%

DYNASTY TACTICS	(PS2)	76%
R: RACING EVOLUTION	(GC)	71%
GOTCHA FORCE	(GC)	70%
NFL STREET	(XB)	68%
DOWNHILL DOMINATION	(PS2)	66%
ARCADE TREASURES	(PS2)	60%
GRAN TURISMO 4: PROLOGUE	(PS2)	60%
DONKEY KONGA	(GC)	60%
BARBIE HORSE ADVENTURES	(XB)	56%
ROGUE OPS	(XB)	54%
BEANOTOWN RACING	(PC)	31%

GTA DOUBLE PACK	(XB)	95%
FINAL FANTASY 11	(PC)	92%
MANHUNT	(PS2)	92
FIRE EMBLEM	(GBA)	91%
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POKEMON COLOSSEUM	(GC)	88%
FINAL FANTASY X-2	(PS2)	83%
SOCOM 2: US NAVY SEALS	(PS2)	82%
MARIO PARTY 5	(GC)	80%

DESTRUCTION DERBY ARENAS	(PS2)	72%
TOTAL CLUB MANAGER	(PS2)	71%
STAR WARS: EMPIRE DIVIDED	(PC)	70%
COUNTER STRIKE	(XB)	70%
BATTLESTAR GALACTICA	(PS2)	58%
YU-GI-OH! POWER OF CHAOS	(PC)	53%
OUTLAW GOLF	(PS2)	48%
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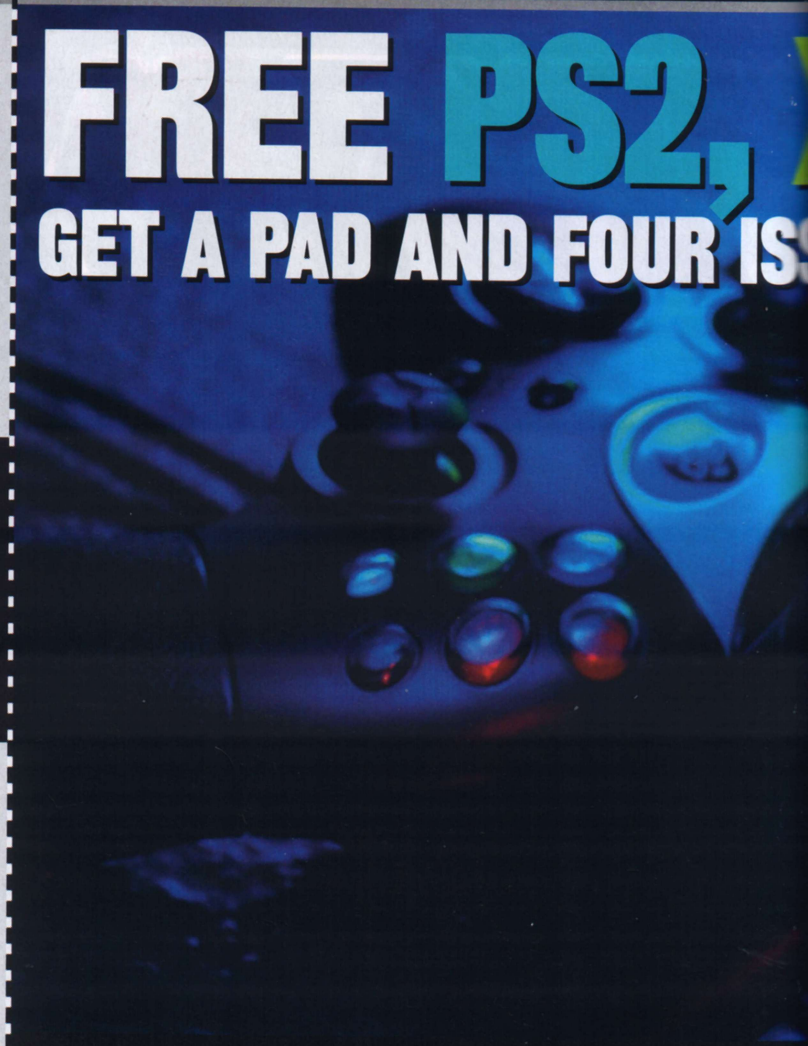

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SCHMANGLE GAMESTER

The ultimate gaming set-up has to include something comfy to sprawl out on. This isn't a normal bean bag though. It's better quality than the usual ones that end up squashed flat after a few months. The covering doesn't feel too cosy, though, and we're not convinced it's quite cool enough to warrant the hefty price.

From: Schmangle
Contact: schmangle.com
Price: £95

70%

BERETTA 92FS

Compatible with Guncon 2 games and with 100Hz TVs, the Beretta isn't a bad deal. It looks vaguely like the real thing – as in it's not bright green – and it's comfy to grip. The Z button isn't brilliant – the wire gets in the way – but otherwise it's a good buy.

From: Thrustmaster **Contact:** 020 7556 7089 **Price:** £39.99

81%

PRO DVD REMOTE

Not a bad remote from Logic 3 and a million times better than Intec's effort (see below). It's actually comfy to hold and won't look too out of place next to your TV remote.

From: Logic 3
Contact: 020 8902 2211
Price: £12.99

72%

SOUNDSTATION 2

This budget system offers just two speakers and a sub-woofer. The sound isn't bad, although the whole thing looks pretty cheap. Decent enough.

From: Logic 3
Contact: 020 8902 2211
Price: £39.99

71%

GBA CASE

Slide your GBA into this hard case and it'll be forever protected from being scratched. The colour doesn't do much for your GBA's credibility, and it bulks it out and makes it less comfy to hold. But if you want to keep your console in pristine condition, it's one of the better cases out there.

From: Proporta
Contact: www.proporta.com
Price: £8.47

69%

LIGHTED DVD REMOTE

We're not keen. This remote's been modelled to match the PS2, with ridges down the side. Which make it very uncomfortable to hold. And it looks cheap and horrible.

From: Intec **Contact:** 0118 952 1525 **Price:** £7.99

40%

DANCING MATE

Dance games are best two-player, so a two-player dance mat makes sense, yes? Especially at this price, and it can be used single-player too. Though you're so close together you might have to dance *River Dance*-style.

From: Joytech (Argos only)
Contact: 01753 496707
Price: £14.99

86%

R440 RACING WHEEL

We've got no complaints about this wheel at all. It turns very smoothly and is super comfy to hold. The pedals have a solid base so they don't slide about, although they're set a bit on the high side. If only all wheels were this good.

From: Saitek
Contact: 01454 451900
Price: £70

89%

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DOT OF BOTHER

There's one problem with playing those Massively Multiplayer Online Role Playing Games. It's the whole having to be connected to the internet thing. It's fine if you're living in one of those houses of the future that's hooked up to the information super highway, but what if you aren't? And what if you're a bit shy and you don't like mingling that much, online or otherwise? Where are you going to get your MMORPG love?!

Well, Atari and Bandai have combined to provide the answer – *.hack//infection*, a game that simulates all the fun of an MMORPG but requires no internet connection. It follows the story of a 14-year-old lad called Kite who's sucked into a VR game called 'The World'. What was designed as a fun game has become a sinister place as an evil AI is feeding on the network information. The game is based on a Manga cartoon and comes with a DVD. So to let you play the game and watch the series simultaneously we've arranged with the lovely Atari people to give our compo winner a super sexy silver PS2, an even super sexier portable DVD player, a laptop bag to carry it in, a story board signed by the series creators and a copy of the game! And the second entry pulled out of the *GM* magic sack also gets everything apart from the story board! The next eight entries will win a copy of the game.

Want to bag the whole bundle? Then answer the question below and send your answers, using any of the three following options, by 30th April.

What is the name of the virtual reality game featured in the *.hack* game and cartoon series?
A) The Matrix
B) Centre Parcs
C) The World

HOW TO ENTER

Send your entry in one of the following ways by 30th April to be in with a chance of bagging the loot.

1. EMAIL US
Email your answer to gamesmastercompo@futurenet.co.uk with you name, address, age and telephone number and the subject heading ".hack compo".

2. WRITE TO US
Write your piece of abuse on the form on the right (or a piece of paper) and send it to: Dotting The 'i's And Crossing The DVDs! Compo, GamesMaster, 30 Monmouth Street, Bath BA1 2BW.

3. TEXT US
Text GM Quiz1 plus A, B or C to 84600. Texts cost 50p plus your standard charge.

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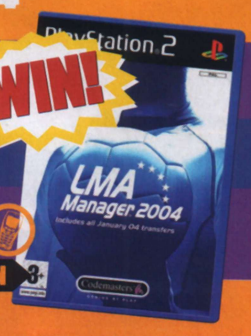
Who's the England football manager?

a) Ulrika Jonsson
b) Sven Goran Eriksson
c) Benny from Abba

WIN!



Text GM QUIZ2 plus your answer to 84600.

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FINAL FANTASY CRYSTAL CHRONICLES

What is threatening the world in *Crystal Chronicles*?

a) Poisonous gas
b) Nuclear war
c) Dinosaurs

WIN!

Text GM QUIZ3 plus your answer to 84600.

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SPLINTER CELL: PANDORA TOMORROW

Who is the hero of *Splinter Cell*?

a) Carrie Fisher
b) Donald Fisher
c) Sam Fisher

WIN!

Text GM QUIZ4 plus your answer to 84600.

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ATARI BANDAI

ENTRY FORM:

Tick the boxes next to the correct answers, write down your details and send us the coupon by 30th April 2004. Or if you don't want to mess up your precious magazine, simply write down your answers on a bit of paper or postcard. Or even a stuck-down envelope. We're not fussy!

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c) The World ☐

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a) Ulrika Jonsson ☐
b) Sven Goran Eriksson ☐
c) Benny from Abba ☐

Final Fantasy: Crystal Chronicles
a) Poisonous gas ☐
b) Nuclear war ☐
c) Dinosaurs ☐

Splinter Cell: Pandora Tomorrow
a) Carrie Fisher ☐
b) Donald Fisher ☐
c) Sam Fisher ☐

Sabre Wulf
a) Sword ☐
b) Fish ☐
c) Cardigan ☐

Black Hawk Down
a) Wednesday ☐
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c) Up ☐

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GAME BOY ADVANCE SABRE WULF

A sabre is a type of what?

a) Sword
b) Fish
c) Cardigan

WIN!

Text GM QUIZ5 plus your answer to 84600.

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PC CD BLACK HAWK DOWN

What is the opposite of 'down'?

a) Wednesday
b) Sierra Nevada
c) Up

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WIN!

GM 142 WINNERS

Mafia prize bundle Stefan Pawellek, Sutton-On-Sea
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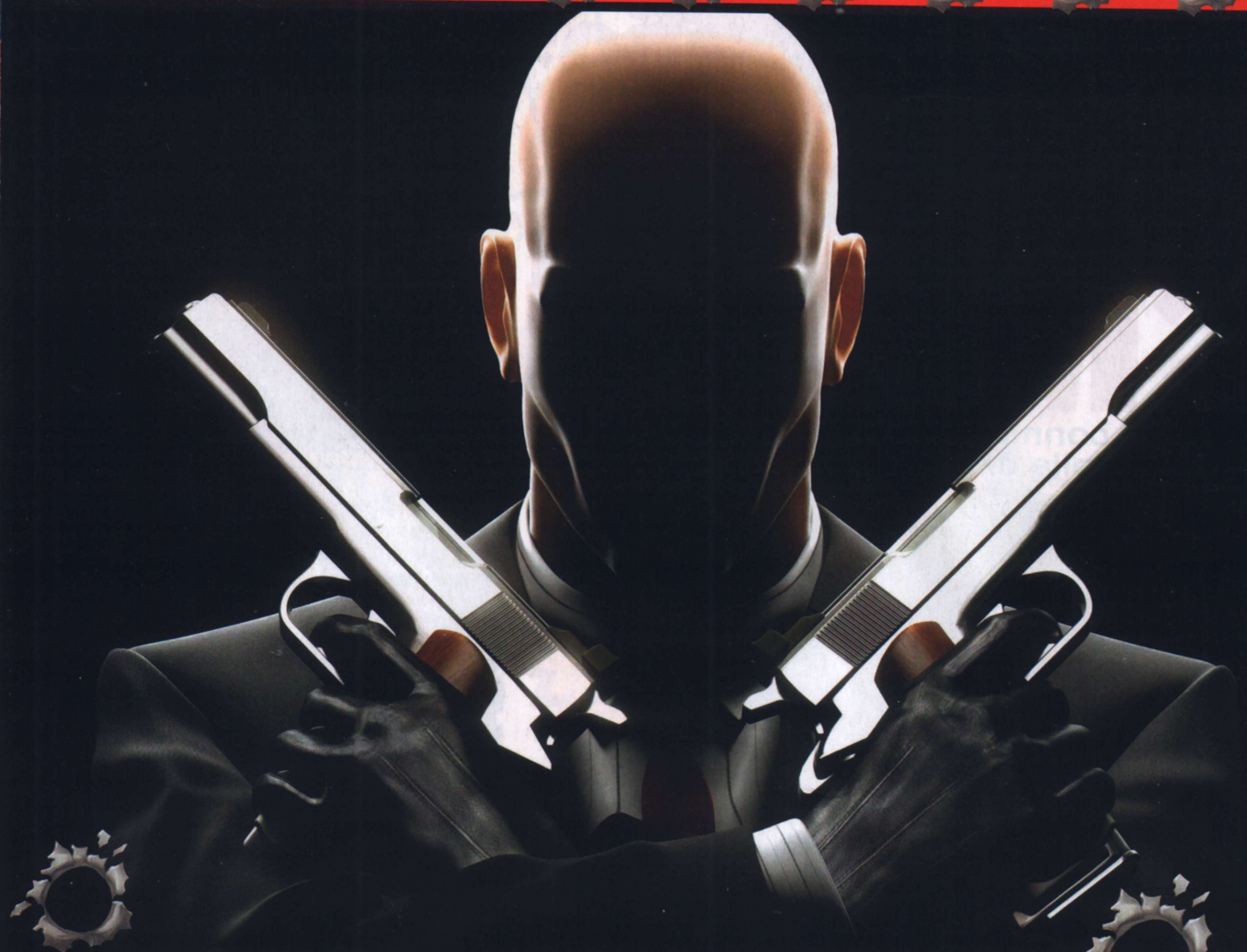

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Golden Sun
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Harry Potter & Ch.of Secrets
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Leg. of Zelda: Link to Past
Lord of the Rings: R.of King
Mario & Luigi: S'star Saga
Max Payne
Mega Man Battle Network 4
Metroid Fusion
Need for Speed Undergr'nd
Nightfire
Pokemon Pinball: Ruby & S.
Pokemon Ruby
Pokemon Sapphire
Power Rangers: Ninja Storm
Scooby Doo: Cyber Chase
Sims: Bustin' Out
Sonic Advance
Sonic Advance 2
Splinter Cell
Spyro: Season of Flame
Star Wars: Att. of Clones
Super Mario Advance 2
Super Mario Advance 4
The Return of the King
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Tomb Raider: Prophecy
Tony Hawk's Pro Skater 2
Tony Hawk's Underground
Yu-Gi-Oh!: World Wide Ed.
Zelda: A Link to the Past
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PC

Age of Empires
Angel of Darkness
Broken Sword
Broken Sword 2
Broken Sword 3: S. Dragon
Champ. Manager '03/'04
Com. & Conq.: Red Alert
Com. & Conq.: Red Alert 2
Com. & Conq.: Renegade
Diablo 2
Discworld Noir
Eagle Watch, Rainbow 6
Empire Earth
Escape from Monkey Island
Ghost Recon
Grand Theft Auto: Vice City
Hannibal*
Indiana Jones: Emp.'s Tomb
Lord of the Realms 3*
Lord of the Rings: R.of King
Mace Griffin: Bounty Hunter
Mafia
Max Payne 2
Medal of Honor: All. Assault
Medal of Honor: Br'through
Medieval: Total War
Neverwinter Nights
Rollercoaster Tycoon
Schizm 2*
Sim City 4
Sims
Sims: Deluxe
Sims: Superstar
Star Wars: Jedi Knight 2
The Sims: Makin' Magic
Theme Hospital
Thief 3*
Tomb Raider 2
Tomb Raider 5: Chronicles
Tomb Raider: Angel of Dark.
Total Club Manager 2003
Warlords Battlecry 1 & 2
X2: The Threat*
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GAMECUBE

Ace Golf
Agent Under Fire
Blood Omen 2
BloodRayne
BMX XXX
Buffy 2: Chaos Bleeds
Burnout
Crash B'coot: Wr. of Cortex
Die Hard: Vendetta
Driver 3*
Eternal Darkness
FIFA 2004
Fire Blade
F-Zero GX
Ghost Recon
Godzilla: Destroy all Monst.
Gotcha Force*
Harry Potter & Ch.of Secrets
Hitman 2: Silent Assassin
Hulk
I-Ninja
Italian Job: L.A. Heist
James Bond 007: Nightfire
James Bond: Agent Under F.
Jedi Knight 2: Jedi Outcast
Leg. of Zelda: Wind Waker
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Luigi's Mansion
Mario Kart: Double Dash
Mario Sunshine
Medal of Honor Frontline
Medal of Honor: R. Sun
Metroid Prime
Minority Report
Need for Speed Undergr'nd
Ocarina of Time: Zelda
OO7 Nightfire
Phantasy Star Online
Pikmin
Pikmin 2*
Rayman 3
Rebel Strike, R. Squadron 3
Reign Of Fire
Res. Evil: Code Veronica X*
Resident Evil
Resident Evil Zero
Return of the King
Rogue Leader
Rogue Ops
Scooby Doo: Night of 100 F.
Scorpion King
Simpsons: Hit & Run
Sims: Bustin' Out
Skies of Arcadia Legends
Smugglers Run 2: Warzone
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Mega Collection
Sphinx & Cursed Mummy*
Spiderman The Movie
Splinter Cell
Spy Hunter
Spyro: Enter the Dragonfly
SSX 3
Star Wars: Jedi Knight 2
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Starfox Adventures
Super Mario Sunshine
Super Smash Bros Melee
The L. of Zelda: Majora's M.
The Sims: Bustin Out
Tiger Woods Golf 2003
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
True Crime: Streets of LA
Turok, Evolution
Wolverine's Revenge
WWE Wrestlemania XIX
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Zelda: Majora's Mask
Zelda: Master Quest
Zelda: Ocarina of Time
Zelda: The Wind Waker
Plus Many More...

X-BOX

Arx Fatalis*
Broken Sword: S. Dragon
Brute Force
Buffy 2: Chaos Bleeds
Champ. Manager '01/'02
Championship Manager '02
Colin McRae Rally 3
Colin McRae Rally 4
Conflict: Desert Storm
Conflict: Desert Storm 2
Counterstrike
Crash B'coot: Wr. of Cortex
Crazy Taxi 3: High Roller
Driver 3*
Dungeon & Dragons:Heroes
Enter the Matrix
Evil Dead: Fist. of Boomstick
FIFA 2004
Fire Blade
Futurama
Genma Onimusha
Ghost Recon:Island Thunder
Gladius
Glitch in the System
Goblin Commander
Gotham Racing 2
Grabbed by the Ghoulies
Grand Theft Auto 3
Grand Theft Auto: V. City
Group S Challenge
Halo
Harry Potter & Ch.of Secrets
Hitman 2: Silent Assassin
Hulk
Indy Jones: Emp.'s Tomb
James Bond 007: Nightfire
James Bond: E. or Nothing*
Knights of the Old Republic
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Magic Gathering Battlegr'nd
Max Payne 2
Medal of Honor Frontline
Medal of Honor: R. Sun
Metal Arms:Glitch in System
Metal Gear Solid 2: Subst.
Mission Impossible:O.Surma
Moto GP2: U.R.T.
Need for Speed Undergr'nd
Phantom Crash
Prince of Persia: S. of Time
Project Gotham Racing 2
Project Zero
Racing Evoluzione
Rainbow Six 3
Return to Castle Wolfenstein
Sea Blade
Secret W. Over Normandy
Sega GT 2002
Silent Hill 2: Inner Fears
Simpsons: Hit & Run
Sims: Bustin' Out
Soldier of Fortune 2
Sonic Heroes
Spawn: Armageddon
Spiderman The Movie
Splinter Cell
SSX 3
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Terminator 3 R.of Machines
The Great Escape
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The Sims: Bustin Out
The Thing
Tiger Woods Golf 2004
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Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Total Club Manager 2004
True Crime: Streets of LA
Ty the Tasmanian Tiger
Voodoo Vince
Whacked!
XIII (Thirteen)
Yager
Plus Many More...

PLAYSTATION 2

A = 0 1
Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Age of Empires 2
Agent Under Fire
Aliens vs Predator:Extinction
Alone in the Dark 4
Angel of Darkness
B = 0 2
Backyard Wrestling
Bad Boys 2*
Baldur's Gate: D. Alliance 2
Batman: Rise of Sin Tzu
Battlestar Galactica
BloodRayne
Bounty Hunter, Star Wars
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
C = 0 3
Club Football
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
D = 0 4
Dark Cloud 2
Desert Storm 2
Destruction Derby Arenas
Devil May Cry 2
Die Hard: Vendetta
Dragon Ball Z: Budokai 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4
E = 0 5
Enter the Matrix
Escape from Monkey Island
Evil Dead: Fist. of Boomstick
F = 0 6
FIFA 2003
FIFA 2004
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Warrior
G = 0 7
Getaway
Ghost Hunter
Gladius
Godai: Elemental Force
Gran Turismo 3
Grand Theft Auto 3
Grand Theft Auto: V. City
Great Escape
H = 0 8
Harry Potter & Ch.of Secrets
Haven: Call of the King
Headhunter
Hitman 2: Silent Assassin
Hunter: Reckoning Wayward
I = 0 9
Indiana Jones: Emp.'s Tomb
I-Ninja
J = 1 0
Jak 2: Renegade
James Bond 007: Nightfire
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
K = 1 1
Kill.switch
Kingdom Hearts
Kya: Dark Lineage
L = 1 2
Lara Croft: Ang.of Darkness
Legacy of Kain: Defiance
LMA Manager 2003
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
M = 1 3
Mace Griffin: Bounty Hunter
Mafia
Manhunt
Max Payne
Max Payne 2
Maximo vs the Army of Zin*
Medal of Honor Frontline
Medal of Honor: R. Sun
Midnight Club 2
Mission Impossible:O.Surma
Mortal Kombat: Deadly All.
N = 1 4
Naval Ops:Warship Gunner
Need for Speed Undergr.
NFL Street
P = 1 6
Pac-Man World 2
Premier Manager 2002
Primal
Prince of Persia: S. of Time
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Zero
Project Zero 2
R = 1 8
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
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S = 1 9
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Soul Calibur 2
Soul Reaver 2
Spawn: Armageddon
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Spy Hunter 2
Spyro: Enter the Dragonfly
Star Trek: Elite Force
State of Emergency
Streets of L.A: True Crime
Stuntman
Sum of All Fears
SWAT: Global Strike Team
Syberia
T = 2 0
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Getaway
The Mummy Returns
The Return of the King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
The Thing
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Thirteen (XIII)
This is Football 2003
Tiger Woods Golf 2004
Time Crisis 3
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Jungle Storm*
Tomb Raider: Angel of D.
Tony Hawk's Underground
Total Club Manager 2004
True Crime: Streets of LA
V = 2 2
Vice City, Grand Theft Auto
Virtua Tennis 2
W = 2 3
Warhammer: Fire Warrior
Wolfenstein, Ret. to Castle
Worms 3D
WRC: World Rally Champ.
WWE Smackdown!: HCTP
X = 2 4
X-Files Res. or Serve*
XIII (Thirteen)
Y = 2 5
Yu-Gi-Oh! D. Roses
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Harvest Moon 2
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Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Yellow
Rayman
Silver Pokemon
Zelda: Links Awakening DX
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
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Army Men: Land Sea & Air
Army Men: Omega Soldier
Beyblade
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Broken Sword 2
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Dino Crisis
Dracula The Last Sanctuary
Dragonball Z: Final Bout
Driver 2
Evil Dead: Hail to the King
Final Fantasy 6
Final Fantasy 7
Final Fantasy 8
Final Fantasy 9
Final Fantasy Anthology
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LMA Manager 2001
Louvre: The Final Curse
MediEvil 2
Metal Gear Solid
Parasite Eve 2
Rayman
Rayman 2
Resident Evil
Resident Evil 2
Silent Hill
Spiderman 2
Spyro 2: Ripto's Rage
Spyro 3: Year of the Dragon
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Tomb Raider 2
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